



# ADULT LEADER'S MANUAL



## OWASIPPE 2004

OWASIPPE SCOUT RESERVATION



CHICAGO AREA COUNCIL, BSA

## Chicago Area Council Contact Info.

The Chicago Area Council Camping Department  
will handle questions concerning reservations and payments.

**C.A.C. Camping Department**  
**1218 West Adams**  
**Chicago, IL 60607**

You may contact the Director of Camping by phone, fax, or e-mail at:

**C.A.C. Camping Dept. Phone ..... 312-421-8800**  
**C.A.C. Camping Dept. Fax ..... 312-421-4725**  
**E-mail..... steve\_adams@chicagobsa.org**

Visit the Chicago Area Council online at:

**[www.chicagobsa.org/Camping.htm](http://www.chicagobsa.org/Camping.htm)**

## Owasippe Contact Info.

All Scouts like to receive mail while at Owasippe. Please inform your Scouts and their parents concerning your Troop's summer address.

**Your Scout's Name, Troop Number**  
**Name of Section Camp (e.g., Blackhawk, Wolverine, Reneker)**  
**Site Number**  
**Owasippe Scout Reservation**  
**PO Box 152**  
**Whitehall, MI 49461-0152**

In the event of an emergency during the camping season, you may call one of the following numbers. Please be prepared to give the Name, Troop Number and Section Camp of the person you are trying to contact.

**Owasippe Phone ..... 231-894-4061**  
**Owasippe Faxline ..... 231-893-6531**

**\*\*Remember, Owasippe's time is one hour LATER than Chicago's time.**



January 29, 2004

Dear Scouters,

Welcome to Owasippe! We are proud and honored to continue the great Scouting traditions of our nation's oldest Scout Camp with the 2004, 93rd Anniversary, Summer Camp Experience.

Whether you have a new Troop with younger Scouts or a well-established Troop full of older Scouts, Owasippe has innovative programs designed to challenge every skill level. From Adventure Patrol, our 1<sup>st</sup> year camper program, through to the Manistee Quest, the ultimate camping experience, Scouts have the opportunity to explore interests and learn new skills, which otherwise may never be afforded them.

As a Unit Leader, the responsibility of guiding a Scout, both younger and older, through the complexities of summer camp planning, can be difficult; therefore, we offer you this manual as an aid in assuring that every Scout is equipped with the knowledge necessary to make their stay at camp, *the experience of a lifetime*.

Each of the camps that comprise Owasippe has a unique history with programs designed to uplift the Scouting Spirit through camaraderie, teamwork, fun, and individual challenge. Scouts who attend Owasippe have the unique opportunity to develop not only outstanding memories of camp but, skills and attitudes that extend far beyond one summer.

Please take the time to share with your Scouts all of the fascinating opportunities which await them at Owasippe. If you would like, contact the Camping Department and we will be happy to join you at one of your Scout meetings to discuss camp!

On behalf of the entire 2004 Owasippe Staff: Thank you for joining us! We look forward to seeing you on the first day of camp!

Yours in Scouting,

Bill Van Berschot  
Director, Owasippe Scout Reservation





# Table of Contents

## ***Introduction***

Welcome to Owasippe .....	1
The Remarkable Vigil of Chief Owasippe .....	2

## ***The Owasippe Scout Camps***

Camp Blackhawk .....	4
Camp Wolverine .....	4
Manistee Quest 2004 .....	4
Camp Reneker .....	4

## ***Registration Information***

Campership Information .....	6
Arriving At Owasippe .....	6

## ***Camp Services***

E. Urner Goodman Scout Museum .....	7
Owasippe Trading Posts .....	7
Religious Services .....	7
Health Lodge .....	7
Owasippe Trail System .....	8

## ***Planning for Owasippe***

Equipment Provided by Owasippe .....	9
Troop & Patrol Gear List .....	9
Camper's Gear List .....	10

## ***Planning Your Troop Program***

Before Camp .....	11
Three Levels of Program .....	11
Putting a Troop's Program Into Practice .....	12
Experience Teaches Us .....	13
Flexible Programming .....	13
Planning by Age .....	14
Minimum Age Guide .....	15

## ***Program Opportunities***

Aquatics .....	16
Ecology-Conservation-Nature .....	18
Shooting Sports .....	19
Handicraft .....	20
Horsemanship .....	21
Scoutcraft .....	21
Merit Badge Requirements Completed at Home .....	22

## Table of Contents cont.

### ***Age Group Programs***

Adventure Patrol .....	23
Where Eagles Dare .....	23

### ***High Adventure Programs***

Sign-Ups .....	24
Pink Slips .....	25
Cancellation Policy .....	25
Programs .....	25
Astronomy .....	25
Backpacking .....	25
Climbing .....	25
Climbing Merit Badge .....	25
Climb On Safely .....	26
Fishing Outpost .....	26
Fishing Merit Badge .....	26
Trail Rides .....	26
Breakfast and Lunch Rides .....	26
Horsemanship Merit Badge .....	26
Wrangler Outpost .....	26
Pony Rides .....	26
Low COPE .....	27
High COPE .....	27
Photography .....	27
Sailing .....	27
USS Silversides .....	27
Trek Safely .....	27
Tubing .....	27
Canoeing .....	27

### ***Owasippe Awards***

Camp Patches, Segments, and Border Stripes .....	28
Baden-Powell Award .....	28
Owasippe Chapel Program .....	29
Order of the Arrow .....	30

### ***Camp Service Projects***

An Hour of Service .....	31
A Day of Service .....	31

### ***Arriving At Owasippe***

Ad Center Check-in Procedure .....	32
Section Camp Check-in Procedures .....	32

### ***Camp Policies***

Affirmative Action .....	34
Alcohol/Drugs/Smoking .....	34
Autos in Camp .....	34

## Table of Contents cont.

Boats in Camp .....	34
Buddy System .....	35
Camper Discipline .....	35
Child Abuse .....	35
Dietary Requests .....	35
Early Arrival .....	36
Fire, Liquid and Propane Fuels .....	36
Food Service .....	36
Guest Meals .....	36
Medical Policies and Records .....	37
Parent Notification .....	38
Parking In Your Site .....	38
Rifles, Ammo, Fireworks, Bows and Arrows .....	38
Totin' Chip .....	38
Two-Deep Leadership .....	39
Visitors .....	39
Youth Protection Training .....	39
 <b><i>Emergency Procedures</i></b>	
Accident or Illness .....	40
Evacuation .....	40
Fire in Camp .....	41
Hurricane .....	41
Earthquake .....	41
Lost Person .....	41
Lost Swimmer .....	41
Power Outages .....	42
Severe Weather .....	42
 <b><i>Manistee Quest High Adventure Program</i></b>	
The Manistee Quest .....	44
Crew Size .....	45
Special Requirements .....	45
Pre-Training .....	45
Refunds .....	45
 <b><i>Camp Songs</i></b> .....	 47
 <b><i>Camp Maps</i></b>	
Owasippe Scout Reservation .....	48
Camp Blackhawk .....	49
Camp Wolverine .....	50
Camp Reneker .....	51
Directions to Owasippe Scout Reservation .....	Inside Back Cover



# *Introduction*

## Welcome to Owasippe

OWASIPPE is America's oldest Scout camp, in continuous operation since 1911. It is located 7 miles east of Whitehall, Michigan, about four hours from Chicago.

OWASIPPE consists of over 4,700 acres of rolling hills, towering forests, crystal lakes, and clear streams in the heart of Michigan's water wonderland. Surrounded in part by the Manistee National Forest, several thousand additional acres are available for hiking and many other Scout activities.

OWASIPPE is filled with a certain magic of the great outdoors of Michigan where the air and water are still pure and where the sunlight dances off the lakes and filters through fluttering leaves. It is a place where the fragrance of the forest delights the senses in harmony with the reflections of a glowing campfire and where the calls of wildlife serenade the night and beckon the new day. It is a land where mysteries of the Indian and the legend of Scouting's past spark the imagination of every Scout. It is a magic that refreshes both the body and spirit.

OWASIPPE offers the magical adventure of Scouting. Scout Leaders know that summer camp provides the greatest opportunity to help boys grow and thus achieve Scouting's aims. It offers a magic that can only be found in the fellowship of other Scouts facing the challenge of the Advancement trail and the test of Scout Leadership.

OWASIPPE is owned and operated by the Chicago Area Council, Boy Scouts of America as the long term summer camp for the Scouts of the Chicago Area Council. Scouts from other Councils throughout the nation as well as from foreign countries are welcome.

OWASIPPE offers a variety of camping plans for your Unit. Choose the plan of camping that best meets the needs of your Scouts. Camping plans are designed to handle the program needs of your experienced and beginning Troops.



# The Remarkable Vigil of Chief Owasippe

There are many legends regarding the lands, rivers and lakes of this area, but none more interesting than the legend surrounding the man whose name we have adopted for our camp. Owasippe was the great chief of the Potawatomie Indians who occupied this land in the early part of the 19<sup>th</sup> century. Legend compares his great wisdom with that of Solomon's. The village over which the chief presided was on the flat at the foot of a hill near the Bishe-Gain-Dang (beautiful river in the Potawatomie language). The French trappers of the time knew the river as River Blanc. Today, we call it the White River.

The Bishe-Gain-Dang furnished the tribe with fresh water and a safe landing for their canoes. Both fishing and hunting were good and the wooded hills that surrounded them kept out the cold winter winds. They were also comparatively safe from attacks by hostile bands in the area.

Owasippe married late in life and when he became the father of two sons, he was overjoyed. As his sons grew, he taught them to find their way through the forest with the stars and the sun to guide them. He taught them to recognize the animals and the birds, the useful trees and plants, so that they might enjoy the full abundance around them.

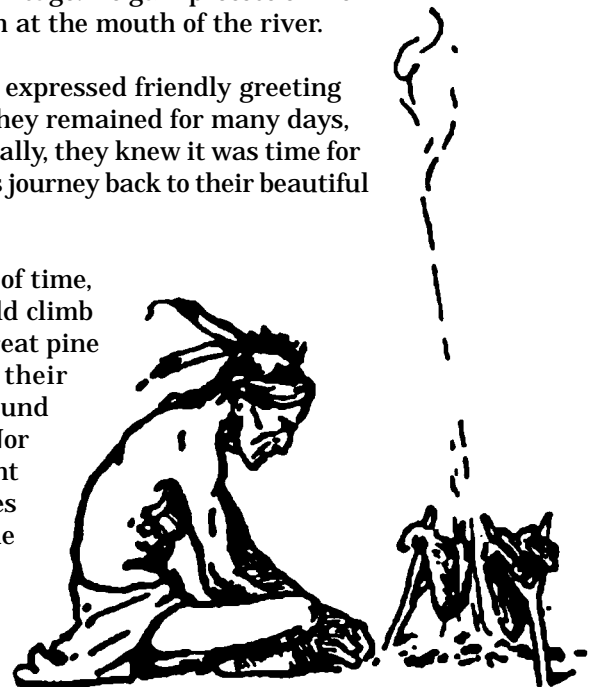
Finally, the boys reached the age when they must prove their ability to become braves in the tribe. To earn this right, they had to undertake a great journey. They were required to spend several moons living in strange countries, surviving on what food they could find. If they could pass these tests with honor and courage, the tribe would officially recognize them as braves.

The boys loaded their canoes and set out. They followed the White River into White Lake and into the dangerous waters of Lake Michigan. They followed the shoreline south for many days and then turned north again until they came to a place called "Cheekahgaw," which means "place of wild onions." Today, we know that place as Chicago. To gain protection from hostile bands, the white men had built Fort Dearborn at the mouth of the river.

The sons of Owasippe stopped by Fort Dearborn and expressed friendly greeting in the name of their father. Here at Fort Dearborn, they remained for many days, making friends and trading with the settlers. Eventually, they knew it was time for them to return. Once again they set out on the perilous journey back to their beautiful valley.

When they failed to return after a reasonable length of time, Chief Owasippe became anxious. Every day, he would climb to the top of a high hill and sit for hours beneath a great pine tree, scanning the long marsh and watching for their reappearance on one of the many streams that wound through the tall grass. But they did not appear. Nor could he learn news of their whereabouts. They might have drowned in the treacherous river or met enemies who tortured and killed them. Whatever happened, the two boys were never seen again.

There he sat day after day. Several weeks passed, but he refused to leave. His fellow tribesman and closest advisors brought him food until finally he refused to eat. Eventually, Owasippe succumbed to uncertainty and disappointment. His people





## Owasippe's Vigil cont.

found him dead beneath the great pine. Owasippe's people buried him in a sitting position on the spot where he died and covered his grave with a huge mound, as was worthy of a chief of his status.

In the early 1890's, three boys were following a trail near the mouth of Silver Creek when they noticed something that resembled the end of a canoe protruding from the bank. Hurrying back to town, they notified the village Marshall, who returned with the boys bringing men and shovels. They unearthed two dugouts, each containing the skeleton of a teenage Indian. They also found the metal parts of a flintlock rifle, bits of decayed blankets, a copper kettle and a silver ornament.

It was apparent from the evidence that these youth were the missing sons of Owasippe. The two boys had apparently pulled their canoes up along the high bank for the night, and the river, constantly cutting into the earth, had caused the bluff to cave in, burying them where they slept. The spot was less than a mile from where Owasippe had sat watching.

When the remains of Owasippe's sons were found, the great pine by which Owasippe sat was still standing. By 1911, when Scouts began camping on these grounds, only a rotten log remained. Now, even that has disappeared. The mounds have been settled beyond recognition and the incredible legend of Chief Owasippe would have been lost except for the marker placed near his grave by the Boy Scouts of Chicago Area Council.

Many Indian names have sacred meanings, and efforts have been made to learn the correct meaning of the Chief's name, but the Potawatomie language, being strictly oral, makes the matter difficult. Experts believe the name to be derived from the word "Awassisibi," meaning "one who looks beyond the river."

The courage and nobility displayed by the sons of Owasippe on their journey speak to the Scout virtues of Friendliness and Bravery, and their knowledge of the wilderness and ability to survive by their skills echoes the training of today's modern Scout laws.

It is said that the spirits of Chief Owasippe and his two sons still walk the trails of the Reservation and join with the many Scouts who visit us each year. On quiet nights, when all is still, those spirits have been known to answer when called.





# *The Owasippe Scout Camps*

The Scout camps at Owasippe provide opportunities for Scouts and Leaders to match their outdoor skills and program needs with the section camp that best fulfills their purposes.

Each section camp has an experienced program staff, available to assist Scouts and Leaders in planning a meaningful outdoor program. Each section camp has an administration lodge, a boating and canoeing area, a shooting and archery area, a Scoutcraft area, an ecology / conservation area, a crafts center, and an aquatics area. THE SAME PROGRAM OPPORTUNITIES ARE PROVIDED FOR EACH OF OUR SCOUT CAMPS.

## Camp Blackhawk

Situated on the shore of Big Blue Lake, camp Blackhawk offers opportunities for lake swimming and boating. Scouts eat in a spacious dining hall amid pine walls and under high-beamed ceilings. Scouts enjoy the fellowship of Scouting at each meal through songs, skits, and special programs.

## Camp Wolverine

Beautiful Lake Wolverine is the setting for rugged Camp Wolverine. Troops feed “family style” in their sites from unique hot packs, delivered three times daily. Scouts launch boats and canoes from the Lake Wolverine docks and swim in an Olympic-sized pool.

## Manistee Quest 2004

The Manistee Quest program offers two distinctive treks for older Scouts and Leaders. Scouts may experience the rugged challenge of a five-day backpacking trek, or the scenic beauty of a three-day backpacking trek and two-day canoe trip. The program meets a special set of National Standards for a High Adventure Camp.

## Camp Reneker

For more than three decades, Camp Reneker has provided quality camping experiences to families at a very modest cost. Nestled in the center of Owasippe, Reneker provides outdoor programs for the wives and children of Scouting families.

In aquatics, Reneker offers a full program. Under the guidance of certified lifeguards and swim instructors, children of all ages as well as adults may participate in our swimming lessons and afternoon and evening recreational swims. Our facility includes a large swimming pool with a staircase entry and a wading pool.

Adults and children may demonstrate their creativity in a wide variety of crafts. Whether designing a centerpiece for a family table or capturing the majesty of the woods in a nature project, our staff in the craft program promises to excite the interests and challenge the skills of all campers.

Surrounded by the forests of Owasippe, Reneker campers also have many opportunities for fun in the outdoors. Guided by experienced staff, campers may hike to the near-by Quaking Bog, one of the natural wonders of Owasippe, or to the E. Urner Goodman Scouting Museum, Owasippe's Grave, and Paradise Valley. They may also ride ponies and take hayrides. Campers may also want the experience of a trail ride at our Double O Ranch. Older campers may want to learn to sail at the Fossett Sailing Base. Reneker families who wish to participate in horse riding, sailing or COPE need to bring a completed Class 2 or 3 medical form.

One way to insure that children have the full experience at Reneker is to enroll them in our age-group programs. Offered each morning, these groups of children, ages three to sixteen, participate in a variety of exciting activities designed to introduce them to our camp and its legends. There is no age group program for children under three.

Almost every evening, Reneker campers have a chance to get to know one another. At campfires and singalongs, they'll delight in the antics of our staff. Or they may attend the ice cream social and other such events.

Located six miles from the lovely town of Whitehall, Camp Reneker also provides easy access to the many resources of the region. Our campers take shopping excursions to the outlet mall in Holland, journey to Lake Michigan beaches, Michigan Adventure Water Park and miniature golf, or dine in area restaurants.

While at Reneker, families of 4-5 sleep in rustic cabins equipped with an electric range, refrigerator, sink, table and chairs, sofa, wash-up sink and two bedrooms with bunk beds. Campers do their own cooking and are responsible for housekeeping. They must bring their own linens, bedding, pillows, and cooking and eating utensils. Toilets, showers, and laundry facilities are located in the center of each 20-cabin commons. Each commons has playground equipment.

The Trading Post in our trailer is open at various times during the day. In addition to candy, ice cream, and soda, the post sells souvenir t-shirts and other memorabilia of Owasippe. Campers may also visit the main trading post at the Ad Center complex or travel to nearby Whitehall for groceries and other supplies.

Now, the Owasippe experience is available to all members of the family. Check our price list for cabin rental fees and call the Camping Department to check availability. Many programs are available at no cost. Others such as crafts, horseback-riding and sailing are available for a fee.





# *Registration Information*

## Camperships

It is the intent of the Chicago Area Council that NO registered youth within the Council be deprived of a camp experience because of financial need. Any such youth registered in the Chicago Area Council, with the request of his parents or guardians and Unit Leader, is eligible. Generally, the maximum campership is not more than 50% of the camper's fee for one week.

Scouts seeking assistance are encouraged to submit a campership application to the Chicago Area Council. Applications are available from the Council Camping Department, 1218 West Adams, Chicago, IL 60607 or the Council Web site: [www.chicagobsa.org/Camping.htm](http://www.chicagobsa.org/Camping.htm). All applications should be completed and postmarked on or before the deadline of April 1st.

## Arriving at Owasippe

**Check-in Times:** Troops journeying to Owasippe by private vehicles should plan to arrive on or shortly after noon, when Ad Center check-in begins. Owasippe is on Eastern Standard Time. Troops should plan to arrive between noon and 3 p.m. Owasippe is approximately 210 miles from Chicago, and the trip takes about 4.5 hours. For directions to Owasippe, see the map on the back cover of this manual.



## *Camp Services*

### E. Urner Goodman Scout Museum

Owasippe offers one of the most unique experiences for Scouts and visitors in America. A converted Early American Township Hall with a one-room schoolhouse holds a truly remarkable collection of Scouting history and memorabilia from Owasippe's over 90 years of operation. Please stop by and view the history of Scouting at the E. Urner Goodman Scout Museum, located at the Administration Center complex. Units camping at Owasippe are encouraged to leave a piece of their history by donating a Unit photograph with a roster of campers to our yearly photo album. E. Urner Goodman, the founder of the Order of the Arrow nationally, was the Chicago Council Scout Executive and Owasippe Reservation Director in the 1920's.

### Owasippe Trading Posts

A Trading Post is located in each camp with the Main Trading Post located at the Administration Center complex. Section Camp Trading Posts offer souvenir items, handicraft supplies, Scout literature, post cards, stationery, stamps and refreshments. Owasippe T-shirts, patches, and awards are available at the Trading Post. Times of operation are posted at each location.

### Religious Services

Religious services are offered each week for campers within the camps. The schedule of these services is posted in each camp. Leaders are encouraged to attend chapel services with their Troops. In addition to weekly chapel services, interfaith vesper services are offered during the week either in the camp's chapel or in your campsite upon request. Chaplains are also available to work with Scouts on the Religious Award Program and the Owasippe Chapel's Program. In addition, our chaplains are always available for counseling and guidance.

### Health Lodge

The Owasippe Health Lodge, located behind (just southwest of) the Administration Center, is staffed with personnel who meet BSA and State of Michigan qualifications. A doctor is on-call at all times to handle emergencies. If advanced emergency services are required, campers will be taken to a local hospital. Emergency room service is available on a 24-hour basis.

All registered Chicago Area Council Scouts and Scouters are covered by accident insurance. This is a secondary insurance based on the injured person's personal insurance. Non-Chicago Area Council Scouts and Scouters ARE NOT covered by this policy. For more information, contact the Chicago Area Council, 312-421-8800.

# Owasippe Trail System

The time-tested trails of Owasippe remain its oldest program resource, dating back to the camp's origin in 1911. In fact, many of these routes predate Owasippe as Indian passages, pioneer trails, or lumberjack roads. These trails traverse the Reservation for miles, cutting through some of the most scenic and historic locations of Muskegon County and the Manistee National Forest.

Trails exist for the novice and veteran hiker alike. Some sections are quite effortless while others are rugged and challenging. On the trails, Scouts may fulfill merit badge and advancement requirements or just enjoy a change of pace from the regular camp routine.

The trails are marked with visible, colored fleur-de-lis embossed with the word "Owasippe." A trail brochure and maps of Owasippe are available from your Commissioner. Listed in the brochure are suggested hikes, including times and distances to various points of interest.

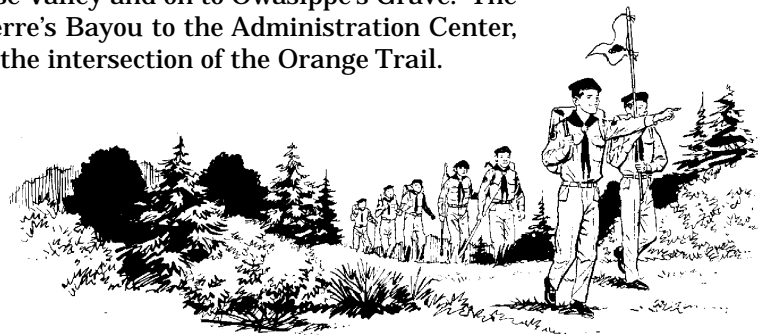
Scouts and Leaders who hike every trail at Owasippe may wear the attractive I hiked 'em all patch (available in the Trading Post). Large OSR maps are available for purchase at any of the Trading Posts. An Owasippe patch for hiking each individual trail is also available for purchase.

The Boundary Trail has a greater level of difficulty and is suited to older Scouts and experienced hikers. Its terrain is more rugged and forested and consists of numerous streams and bogs. Its inspiring scenery and natural wonder complement the challenge of this wilderness route. The trail is the outer loop of the Reservation trail system and takes hikers through the marl beds, one of the wonders of Owasippe.

The Lake Wolverine Trail follows the edge of Lake Wolverine, a man-made reservoir created in the late '40's as part of the Wolverine Hunt Club. Aside from the camps circling the lake, the area is devoid of human habitation, but it is home to many wild animals and interesting vegetation. Many scenes are breathtaking, so camera buffs should keep busy. Lake Wolverine is visited often by the American bald Eagle, the Great Blue Heron, swans, and Canadian geese. Tracks of white tail deer are common, and, occasionally, you'll be startled by the take-off of a quail or grouse. Beavers and muskrats are plentiful at the southern end of the lake. This trail takes hikers to most of the outposts of Owasippe.

The Chief's Trail begins at Camp Blackhawk and traverses west past Pickerel Pond, though Paradise Valley and on to Owasippe's Grave. The trail then goes south past Pierre's Bayou to the Administration Center, past the Tar Pits and ends at the intersection of the Orange Trail.

The White Trails are interconnecting trails or trails that lead to points of interest.





# *Planning for Owasippe*

## Equipment Provided by Owasippe

Owasippe provides each Troop with enough two-man tents and cots to house its entire group. Additional tents may be provided for Leaders if available. Campsites are equipped with some picnic tables. Camp Wolverine provides ample tables for dining. Campers will be issued trash bags, toilet paper, hand soap and paper towels upon request. Each camp has a central garbage area, where Troops may dispose of garbage. For Troops with limited equipment, the camp has a small number of water jugs, cooking utensils, and Dutch ovens, which may be checked out on a first come/first served basis.

## Troop and Patrol Gear List

All Troops are required to submit completed medical forms for all campers and completed youth protection forms for all adult Leaders. Medical forms must be **SIGNED BY A DOCTOR AND PARENT OR LEGAL GUARDIAN**. Leaders are encouraged to make and keep copies of all required forms, especially medical forms

### **Unit Administration**

- Unit checkbook
- Unit advancement records
- Unit medical log
- Unit merit badge pamphlets
- Campfire ideas and materials
- Song and stunt books

### **Campsite Equipment**

- American and Unit flags
- Patrol flags
- Unit first-aid kit
- Footlocker and lock (for securing valuables)
- Alarm Clock
- Ax and bow saw
- Thumb tacks and plastic cover for bulletin board
- 1/4" rope for lashing and roping off ax yard
- Dining fly
- Tarps
- Unit sawing kit
- Propane lantern with extra mantels
- Hammer for driving stakes
- Broom and dustpan
- Clothesline

### **Camp Kitchen Equipment**

- Camp stove
- Cook kit and chef kit
- Dutch oven

### **Serving Utensils**

### **Wash Basins (3)**

- Charcoal
- Coolers (non-perishable foods only)
- Wooden matches
- Drink cooler

# Camper Gear List (one week)

## **Clothing**

Summer Scout Uniform (labeled)

- Scout shirt
- Scout shorts or long Scout pants
- Scout socks
- Neckerchief
- Troop hat
- Belt
- Neckerchief slide

Sweater or sweat shirt

Jacket

6 pairs socks

6 pairs underwear

Swimming trunks

6 T-shirts

Jeans and shorts

Sneakers (gym shoes)

\*Hiking boots and/or hard-soled shoes

Flip-flops or shower shoes

Poncho or raincoat

\*Heel required for horseback riding

## **Camping Gear**

Sleeping bag or two warm blankets

Gear bag or backpack

**Vittle kit (knife, fork and spoon)**

**Drinking mug (plastic only, please)**

Canteen (optional)

Compass (optional)

Flashlight (bring extra batteries)

Pillow



## **Personal**

Fire'm Chit card & Totin'Chip card

Insect repellent (non-aerosol only)

Personal first-aid kit

Personal toiletry kit

- Soap
- Washcloth and 2 towels
- Toothbrush and toothpaste
- Tissue or handkerchief
- Comb or brush
- Laundry bag

Scout pocket knife (if you have earned Totin'Chip)

Watch (don't bring an expensive one)

Scout Handbook (a must)

Note pad (a must)

Pen or pencil (a must)

Spending money

## **Optional**

Frisbee, baseball equipment

Fishing gear

Camera and film

Air mattress or foam pad

OA Sash

## **DO NOT BRING**

VIDEO GAMES,  
PORTABLE RADIOS, TOYS OR  
APPLIANCES THAT WILL DRAIN  
THE POWER SUPPLY.

## **DO NOT PACK**

SNACKS IN YOUR GEAR BAG.  
RACCOONS LOVE  
MIDNIGHT SNACKS.





# Planning Your Troop Program

While Owasippe offers many opportunities for fun and adventure, it is ultimately the responsibility of Troop Leaders and the Patrol Leaders' Council to establish a program and schedule at camp. Since summer camp is the most important event of the Scouting year, it is vitally important that Troops plan adequately in order to insure maximum fun and participation by campers. In addition, planning sessions are an excellent opportunity for a Senior Patrol Leader and other Troop officers to function and put into practice the "Patrol Method."

## Before Camp

Determine what your Troop wants to get out of camp. Review your Scoutmaster's handbook, especially the section on "The Summer Camp Adventure." Also review the "Leader's Manual" as well as "Summer Program Helps" from *Scouting Magazine*. Share your camp plans with your Troop committee and enlist parental support.

On an individual basis, conduct a Scoutmaster's conference with each Scout concerning his camp and advancement objectives. Give each Scout an opportunity to express his ideas for both Patrol and Troop activities. For older Scouts, check out the Discover Owasippe section in this manual.

## 3 Levels of Program

Imagine activities for the Troop, the Patrol, and the individual.

### Typical Troop-Centered Activities

- Problem solving
- Ceremonies
- Work on Advancement
- In-Site campfires
- Camp Inspection preparation (Baden Powell Award)
- Conservation or Service Projects
- Discover Owasippe Programs
- Games and Crafts
- Trail hiking (trip to Eagle's Nest, Owasippe's Grave, Quaking Bogs)
- Troop Swims
- Trail Rides
- Star Hikes

## 3 Levels of Program cont.

### **Typical Patrol-Centered Activities**

Patrol Hiking  
Campcraft  
Campsite cooking  
Scoutcraft  
First-aid  
Rope-work  
Fire-building  
Compass games  
Camp improvement projects

### **Typical Activities for Small Groups or Individuals**

Hiking  
Boating  
Handicrafts  
Exploration  
Pioneering projects  
Fishing  
Shooting and Archery

## Putting a Troop's Program Into Practice

Draw up a list of what you wish to do, including outposts, canoe trips, overnights and hikes. **Know how many boys want to participate in each outpost or special program prior to arrival.** Plan your program **tentatively**. While each Troop is guaranteed the opportunity to participate in outposts, availability is limited, schedules may change, and conflicts may occur. Have backup plans and be flexible. You and your Senior Patrol Leader can finalize your program plans at the Sunday Night Leaders' Roundtable.

Each staff member recruited for Owasippe is dedicated to serving your Troop's needs and working with you to plan the best program possible. Their job is to work through you. These outstanding young people have been recruited from across our Council, and literally from across America. Work along with them to accomplish your aims. Your Troop's Commissioner is similar to a Unit Commissioner. He has a sound understanding of Scouting's basic principles and possesses most of the traditional Scout skills. His job is to help you get the maximum benefits from the programs at camp, to strengthen the Patrol Method, and to counsel with you about any special problems, housekeeping needs, or program ideas. Your Commissioner may be several years your junior, but you will find him to be a real asset to your Troop's operation.

Camp Roundtable meetings are scheduled on Sunday nights, and attendance is mandatory. This meeting will set the stage for the entire week, and your boys will be off to a bad start if you miss this important first meeting. Other meetings are held during the week. Make sure Leaders from your Unit attend so that you have up-to-the-minute information. Senior Patrol Leaders' meetings are also scheduled throughout the week for the purposes of planning the closing campfire and camp-wide event. Don't let your Troop be left out!

# Experience Teaches Us

The degree of planning and preparation a Unit goes through prior to camp will contribute greatly to their having a good time. A successful summer camp experience takes forethought and effort. While summer camp advancement is important, it isn't the only reason Scouts come to camp. Don't view summer camp as a "merit badge factory" where Scouts or Units compete to see how many merit badges they can earn. **It is most effective if Scouts sign up for NO MORE THAN THREE merit badges per week.** Have Scouts do written requirements for merit badges at home before camp. The summer camp experience should emphasize the Outdoor Program, and it's not much fun sitting at a picnic table writing a 200-word report.

Scouts come to camp as a group and enjoy the company of other Scouts. Unknowingly, they look forward to seeing their friends face the challenges of outdoor living. They will always remember that lucky shot at the range, the burned eggs, the wet boots, and one of their own dragging himself in dead tired after a mile swim. It is from these lessons, experienced as a Patrol or Unit, that boys build tall tales, funny stories, and the lasting memories that make camp special. Plan activities that your boys can do together such as canoe trips and overnight campouts.

We encourage first year campers to join the Adventure Patrol. This program includes opportunities for merit badges appropriate for first-year campers.

Leaders should make a point to visit all program areas. Personally view as many sessions as possible. Keep in mind that Leaders are responsible for the conduct of their Scouts in camp. This is most important when Scouts become disruptive in program areas. If you don't discipline your own boys, it puts an added burden on the staff to do so. Worse yet, another Leader, whose method or style may not be consistent with yours, may attempt to discipline your Scouts.

# Flexible Programming

The camp program is not set up on an hourly basis, nor do Troops rotate from one site to the next as is commonly seen in schools. The methods of the school and of the Scout camp are quite different. At Owasippe, Troops, Patrols and Scouts have the flexibility to create their own time schedules. In all areas, events are offered at various times, and Scouts have the flexibility to participate at times convenient for them. Owasippe's programs, in fact, work best when boys are permitted to follow their individual interests. Program areas rarely become overcrowded and boys receive ample attention.

Scouts also need time for unscheduled or informal activities. Don't be overly concerned when boys lose an afternoon to fishing or spend time talking with their friends at the camp's Trading Post. Still, it's good practice to check in with Scouts each evening to review the day's accomplishments and plan for the next day. **Plan to attend the Merit Badge Progress Report Session that is held mid-week.** You'll come away knowing which Scouts need some encouragement.

# Planning By Age

Planning a program at Owasippe is best imagined as planning many programs, one for each Scout attending camp. In helping Scouts to develop their personal programs, Leaders should consider three questions. First, do merit badges, outposts and other activities respond to the interests of Scouts and provide ample opportunities for fun? Second, will these programs challenge Scouts without becoming too difficult for them? And third, will these options leave open opportunities for future visits to summer camp?

To illustrate the importance of these questions, a Leader might look at the Handicraft program. While Scouts may schedule merit badges in any sequence, most eleven-year-old Scouts would be wise to begin with Leatherwork because this merit badge requires less fine motor coordination than Basketry. A second year camper could then participate in Basketry, leaving Woodcarving for his third year.

Participating in merit badges at an appropriate age increases the likelihood that the Scout will experience success. More importantly, taking a merit badge at the right age significantly enriches the experience for the boy. Lifesaving merit badge, for example, is a rigorous and physically challenging merit badge, perfect for most thirteen-year-old Scouts, who have the strength, stamina and maturity to learn the skill well and maximize their learning experience. While younger Scouts may take and complete this merit badge, the experience may be diminished for them.

A Leader who values attendance at summer camp will also see the advantages of a plan that spreads activities out over several summers. Rather than exhausting a highly valued area too quickly, such as Aquatics, leaving the Scout with little to do the next summer, the careful distribution of badges over several seasons encourages a Scout to return.

The following list provides a suggested outline of the minimum appropriate age of camp activities, including merit badges, outposts and other camp wide activities. This list represents suggestions based on the "average Scout." A Scout with prior knowledge of and experience with a subject, such as rifle shooting, could participate in a badge at an earlier age.

Another feature of the list is the way it combines merit badge experiences with outposts, creating opportunities for Scouts to enjoy fuller, more meaningful experiences. Participating in the Wrangler Outpost at the same time a Scout completes Horsemanship merit badge increases the value of both experiences. Again, enjoying Fishing outpost as part of a Scout's experience with Fishing merit badge creates a better experience. Also, the list is meant to show the minimum appropriate ages. If a Scout does not take Mammal Study at age eleven, for example, he is not restricted from taking it at a later time.

# Minimum Age Guide

<b>Camp Area</b>	<b>Age 11</b>	<b>Age 12</b>	<b>Age 13</b>	<b>Age 14+</b>
General Camp	Adventure Patrol	Where Eagles Dare		
Aquatics	Swimming	Rowing	Lifesaving Canoeing Mile Swim	Small Boat Sailing BSA Lifeguard Channel Swim
Handicraft	Leatherwork	Basketry	Woodcarving Indian Lore	
Ecology	Mammal Study	Reptile Study Fishing	Environmental Sc. Nature Astronomy	Fish & Wildlife Management Soil & Water Conservation
Scoutcraft	Totin' Chip Fire`m Chit	Camping Cooking	Wilderness Sur.	Pioneering Orienteering Hiking
Shooting Sports	Open Rifle Open Archery	Open Shotgun	Archery MB Black Powder Rifle	Rifle MB Shotgun MB
Outposts	Trail Rides Tubing USS Silversides	Fishing Outpost White River Canoeing	C.O.P.E. Wrangler Outpost Horsemanship MB Photography Outpost & MB Voyageur Outpost	Astronomy Outpost



# Program Opportunities




## Aquatics

All Scouts, Leaders and family campers who use aquatic facilities (including boats and canoes) must take the BSA Swimmer's test. Usage is based on classification.

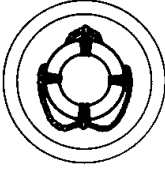




Learner	<ul style="list-style-type: none"> <li>Anyone who does not qualify for any other rating</li> </ul>
Beginner	<ul style="list-style-type: none"> <li>Swim 50 ft.</li> </ul>
Swimmer	<ul style="list-style-type: none"> <li>Swim 100 yards (75 yards using side, breast or crawl stroke, and 25 yards using elementary back stroke)</li> <li>Float on back</li> </ul>
Rowboats	<ul style="list-style-type: none"> <li>Must be a swimmer</li> <li>Beginners may participate if accompanied by a Swimmer.</li> </ul>
Canoes and Sailboats	<ul style="list-style-type: none"> <li>Swimmers only.</li> </ul>

**A medical form must be on file in the camp health lodge in order to participate in water sports! All persons are required to wear personal flotation devices at all times when in any watercraft. No exceptions!**

Due to safety standards and lifeguard requirements, the Aquatics Area will operate on a Flexible Programming concept. Times will be posted for the following offerings:







Program	Comments	Requirements
BSA Lifeguard 	A time-intensive program, requiring more than 30 hours of activity.  Must be 14 years of age. Ideally, Scouts should have completed swimming, rowing, and lifesaving merit badges.  Open to Leaders also	<ul style="list-style-type: none"> <li>Check with Aquatics Director to schedule instruction.</li> </ul>
Canoeing 	Fun merit badge	<ul style="list-style-type: none"> <li>Scouts must be swimmers</li> <li>Scouts must demonstrate CPR on an approved training device</li> </ul>
Lake Wolverine Channel Swim 	Available to all Owasippe campers. May be completed at Camp Carlen or Camp Wolverine. Make arrangements with your section camp Aquatics Director or Commissioner.	<ul style="list-style-type: none"> <li>A challenging 2 1/2-mile course.</li> <li>Scouts need to be excellent swimmers and in good physical shape.</li> <li>Boys traveling to other camps need buddy tags.</li> </ul>

## Aquatics cont.

<p>Life Saving</p> 	<p>Optional Eagle-required badge.</p>	<ul style="list-style-type: none"> <li>Scout must first have completed Second Class reqts. 7a-7c and First Class reqts. 9a-9c.</li> <li>Scouts must demonstrate CPR on an approved training device.</li> </ul>
<p>Mile Swim</p> 	<p>Offered at all section camps</p>	<ul style="list-style-type: none"> <li>Schedule with Aquatics Director</li> </ul>
<p>Rowing</p> 	<p>Good merit badge for all swimmers</p>	<ul style="list-style-type: none"> <li>Must successfully complete the BSA swimmer test.</li> <li>Scouts must demonstrate CPR on an approved training device.</li> </ul>
<p>Safety Swim Defense Safety Afloat</p>	<p>A must for all Scouts and Leaders</p>	<ul style="list-style-type: none"> <li>Check with Aquatics Director to schedule instruction.</li> </ul>
<p>Small Boat Sailing</p> 	<p>Located at Camp Blackhawk Register Sunday because badge fills up fast.</p> <p>Bring Buddy Tags</p> <p>Operates on a time schedule so be prompt</p>	<ul style="list-style-type: none"> <li>Scouts must successfully complete BSA swimmer's test.</li> <li>A rental charge is required.</li> </ul>
<p>Swimming</p> 	<p>Optional Eagle-required merit</p>	<ul style="list-style-type: none"> <li>Req. 4 requires long pants &amp; long-sleeve shirt for a 50-yard inflation swim.</li> <li>Scout must first have completed Second Class reqts. 7a-7c and First Class reqts. 9a-9c.</li> <li>Scouts must demonstrate CPR on an approved training device.</li> </ul>



# Ecology - Conservation - Nature

One purpose of Ecology-Conservation is to help boys understand the importance and wise use of natural resources. Another is to rebuild America's resources by actual work on the land, in the forests, and along the waterways. A third is to carry out such activities as erosion control, wildlife habitat improvement, and forest fire detection and prevention. In outdoor camp activities, Scouts have a unique opportunity to achieve these objectives.

Program	Comments	Requirements
<b>Astronomy</b> 	Excellent badge (weather permitting)	<ul style="list-style-type: none"> <li>Requirements option 2a, 2b, 3a, and 3b require observation times of 4 weeks to 8 months</li> </ul>
<b>Environmental Science</b> 	Eagle-required badge	<ul style="list-style-type: none"> <li>Requirement 3 calls for two 100 word reports on endangered species</li> <li>Bring two empty 2-liter soda bottles</li> </ul>
<b>Fishing</b> 	Best completed at Fishing Outpost  Some equipment is available for Scouts enrolled in fishing merit badge.	<ul style="list-style-type: none"> <li>Easy badge</li> <li>Live bait can be purchased at Outpost</li> </ul>
<b>Fish and Wildlife Management</b> 	One of the harder merit badges, but interesting and informative	<ul style="list-style-type: none"> <li>Requirement 5 lists 4 options. Option 5a and 5b cannot be done at camp.</li> <li>Requirement 7 lists 4 options. Option 7d requires 60 days observation and an aquarium.</li> </ul>
<b>Mammal Study</b> 	Ideal merit badge for second year Scouts	<ul style="list-style-type: none"> <li>Req. 3 can require from 6 to 15 hours of observation time or a detailed written report.</li> <li>Req. 5 calls for completing a service project influencing mammal population numbers in a given area.</li> </ul>
<b>Nature</b> 	Best general Eco/Con Materials or kit may be required to complete this badge.	<ul style="list-style-type: none"> <li>Can require building of birdhouse or feeding station or birdbath.</li> <li>Req. 4 calls for carrying out projects in 5 of 8 subjects.</li> <li>Req. 4a2 requires 1 month of observation</li> </ul>



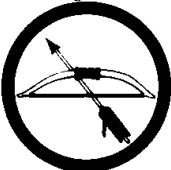


## Ecology - Conservation - Nature cont.

Reptile and Amphibian Study 		<ul style="list-style-type: none"> <li>Requirement 8 must be done prior to coming to camp and involves raising and caring for reptiles or amphibians for one month</li> </ul>
Soil & Water Conservation 	Advanced-level merit badge very difficult to complete at camp	<ul style="list-style-type: none"> <li>Review all requirements before coming to camp</li> </ul>

## Shooting Sports

On our rifle and archery ranges, Scouts are introduced to a variety of shooting activities in both open and merit badge programs. Scouts may participate in archery, rifle, shotgun, and black powder shooting. The Shooting Sports area operates under the flexible programming concept. A schedule of open shooting times and hours of merit badge instruction is posted.





Scouts must go through a Range Orientation with the Shooting Sports staff before participating in range activities. Check at the Lodge or with the Range Officer for the schedule of Open Shoots, Robin Hood Shoots, and other range activities.

Program	Comments	Requirements
Archery 	Prior archery experience is recommended, but not required.	<ul style="list-style-type: none"> <li>Very satisfying, but requires a great deal of practice.</li> </ul>
Rifle Shooting 	Prior rifle experience is recommended, but not required. No cost for 22-cal. rim fire ammo.	<ul style="list-style-type: none"> <li>At 50 feet, must place 15 out of 15 shots in the size of a quarter.</li> </ul>
Shotgun Shooting 	Scouts should plan on shooting 50 to 75 rounds. A moderate per-round fee is charged	<ul style="list-style-type: none"> <li>Requirements call for hitting 24 out of 50 clays.</li> </ul>

# Handicraft

Craft Village merit badges are ideally suited for 1st and 2nd year campers. Not only will Scouts develop self-confidence by learning new skills, they will also have the pleasure of bringing crafts home to show their family and friends.


Leatherwork is not only the most popular merit badge offered at Owasippe, it is also one of the most rewarding. Scouts have the opportunity to make a number of truly useful articles. The better craft kits do cost a little more. Key chain kits are less expensive than billfolds. Check-book kits are less expensive than belt kits. Items with larger surfaces offer greater creativity for personalization with designs, name, and patrol emblem.

Program	Comments	Requirements
Basketry 	Appropriate badge for 2nd year campers. Materials can be located and collected in wild or purchased in kit form.	<ul style="list-style-type: none"> <li>• All requirements can be done at camp.</li> <li>• May require purchase of two basket kits.</li> </ul>
Indian Lore 	Fascinating badge. Highly recommended for campers with 2 or more years at summer camp or Scouts interested in becoming members of the Order of the Arrow.	<ul style="list-style-type: none"> <li>• Can be completed, but requires 2 of the following:               <ol style="list-style-type: none"> <li>1. Making an article of Indian clothing</li> <li>2. Making a model of authentic Indian dwelling.</li> <li>3. Making 3 Indian articles.</li> <li>4. Visiting a museum displaying Indian artifacts.</li> </ol> </li> </ul>
Leatherwork 	Number ONE most popular merit badge. Appropriate for 1st year campers.	<ul style="list-style-type: none"> <li>• Cost for materials can range from \$3.00 up.</li> </ul>
Wood Carving 	Scout knife or carving knife required.	<ul style="list-style-type: none"> <li>• Scouts must have Totin' Chip to sign up for this badge.</li> <li>• Material cost starts at \$2.00.</li> </ul>

# Horsemanship





The Diamond "O" Ranch (Horse Corral) introduces Scouts to the equestrian sport of horseback riding. Our experienced staff does a wonderful job of teaching basic riding skills and developing the primary skills of trust and rider/mount relationship.

The entrance to the road is located one half mile west of the Administration Center on Silver Creek Road. Scouts may hike DIRECTLY to the ranch on a white trail located near the Health Lodge.



Program	Comments	Requirements
<b>Horsemanship</b> 	Not suitable for most Scouts under 13 years of age. This badge fills up quickly. Register on Sunday at earliest convenience.	<ul style="list-style-type: none"> <li>• Fee required</li> <li>• Long pants required.</li> <li>• Hard-soled shoes recommended</li> <li>• Signed parental waiver required.</li> </ul>

# Scoutcraft

One of our most popular areas, Scoutcraft offers instruction on basic scout skills. In addition to other offerings, Scoutcraft also offers a schedule of overnight camping and wilderness survival skills.

Merit Badge	Comments	Requirements
<b>Camping</b> 	Eagle-required badge. One of the top 5 most popular badges earned at camp. Good for all Scouts.  Food preparation requirements can be used towards earning cooking merit badge.	<ul style="list-style-type: none"> <li>• All requirements with the exception of 9a can be done at camp.</li> <li>• 9a requires 14 nights of camping in addition to nights spent at summer camp.</li> <li>• Paperwork requirements should be done prior to camp.</li> </ul>
<b>Cooking</b> 	A basic must-earn merit	<ul style="list-style-type: none"> <li>• 9 meals must be prepared; difficult to complete at camp.</li> </ul>
<b>Hiking</b> 	Basic Scout skill.	<ul style="list-style-type: none"> <li>• Badge requires 70 miles of hiking, which makes it difficult to complete in one week of camp.</li> </ul>
<b>Orienteering</b> 	Advanced-level Merit Badge	<ul style="list-style-type: none"> <li>• Requires taking part in three orienteering events of which one must be defined, setup, and officiated by the Scout.</li> </ul>

## Scoutcraft cont.

<b>Pioneering</b> 	Basic Scouting skills merit badge. Consider practicing knots, splices and lashings prior to coming to camp.	<ul style="list-style-type: none"> <li>Requires building one of the following: log bridge, signal tower, monkey bridge, or raft.</li> </ul>
<b>Wilderness Survival</b> 	Good badge for experienced Scouts.	<ul style="list-style-type: none"> <li>Scouts are required to build a shelter of natural materials and spend a night sleeping in it.</li> </ul>

<b>Other Activities</b>	<b>Comments</b>	<b>Requirements</b>
Firem'n Chit Instruction	A must for beginning Scouts. Included in Adventure Patrol	<ul style="list-style-type: none"> <li>Available by request with the Scoutcraft Director.</li> </ul>
Totin' Chip Instruction	A must for beginning Scouts. Included in Adventure Patrol.	<ul style="list-style-type: none"> <li>Available by request with Scoutcraft Director.</li> </ul>

## Merit Badge Requirements Completed at Home

Chicago Area Council policy allows the Owasippe staff to recognize only merit badge requirements done prior to camp if they meet the following criteria:

- Actual work (written reports or other evidence) is presented in its entirety to an OSR Counselor for evaluation.
- A blue merit badge card or partial slip indicating the requirements that have been successfully completed is presented with all required signatures.
- Signatures must be from a Council-approved merit badge counselor and Scoutmaster.
- A statement from a Unit Leader is presented, testifying that the requirement was satisfied (Only for those badges that fall under activities normally associated with Unit activities: hiking, camping, cooking, etc.).

Acceptance of merit badge requirements NOT completed at camp is at the discretion of Area Directors and the Camp Director. In the event that requirements are not accepted, Leaders may petition the Council Advancement Committee.



## Age Group Programs

### Adventure Patrol

The Adventure Patrol Program is offered in each of the section camps. It is a morning program with daily swim. It is designed to teach basic Scouting skills to newly enrolled Scouts and first-year campers. Led by specially selected staff members, the Patrol meets daily, Monday through Thursday, and includes activities such as hikes and aquatics. Bring newly registered boys to camp and take them back as trained Scouts!

The program begins with a Monday-morning orientation, and Scouts quickly move into action. During the week, the members of the Adventure Patrol work on outdoor requirements for the first two ranks, as well as the requirements for Totin' Chip and Fire'm Chit. They also visit all of the Owasippe Program areas and experience the Owasippe Trail System. Opportunities for a Handicraft Merit Badge, Mammal Study Merit Badge and Aquatics Merit Badge are included in this program.

Sign-up for the Adventure Patrol is at the required Sunday Night Leaders' Roundtable. Please be sure to bring a list of all participants. New Unit Leaders may want to follow boys through the program.

**NOTE: The Adventure Patrol staff does not "sign off" or approve requirements for Totin' Chip, Fire'm Chit, or rank advancement. They offer instruction and opportunities for practice. It is the Unit Leader's responsibility to verify that Scouts have met requirements.**

### Where Eagles Dare

The Where Eagles Dare program is offered in each of the section camps. It is designed to provide second year campers with opportunities to explore Owasippe and use Tenderfoot, Second Class, and First Class skills on a variety of specified tasks and adventures. These optional, fun-oriented experiences will encourage scouts to learn about the history of Owasippe and Scouting, use Scout skills in real-life situations, practice teamwork, and expand their problem-solving skills.



# High Adventure Programs

The High Adventure program is one of the most distinctive features of Owasippe. It offers the exciting and adventurous programs for Scouts of varying ages, particularly older Scouts. It provides opportunities for them to explore the winding paths and rivers of the Reservation, to gather knowledge of America's rugged past, and to face the challenges that stretch their talents and imaginations. Adult Leaders are also welcome to participate in High Adventure programs. Leaders may register Sunday at the Snack Bar and through Commissioners at the camp office throughout the week. A fee is charged for each program at the time of registration.

## Sign-Ups

In an attempt to keep sign-ups as fair as possible to all troops, large and small, the following procedure is in place.

Upon arrival at camp on Sunday, you will have the opportunity to sign up for the number of slots equaling 20% of the Scouts present in camp (ex. if you have 100 Scouts you get 20 slots) in any mix of individual activities as listed below. No matter the size of your troop, you are guaranteed at least 4 spots. You also will have the opportunity to sign up all of your Scouts for one group activity at this time. All of these sign-ups are on a first-come, first-served basis, and you will visit the High Adventure table immediately following your check-in with the administrative staff. It is highly suggested that you have your Scout's activities prioritized before you arrive. Following the afternoon sign-ups, open sign-ups occur from 6:30-9:30 PM at the Snack Bar. At this time you can sign up for all other spots you would like. Again this is on a first-come, first-served basis. Until 8:30 AM Monday, ALL sign-ups must be done *in person* at the Administration Complex. After that time, sign-ups are handled through the section camp office.

Individual Activities		Group Activities
Astronomy	Horseback Ride	Canoeing
Backpacking	Wrangler Outpost	Low COPE
High COPE	Sailing Merit Badge	Silversides
Open Fishing	Open Sailing	Horseback Ride
Fishing Merit Badge	Photography	Tubing
Low COPE	Horsemanship Merit Badge	Open Climbing
Tubing (requires a buddy)	Climbing Merit Badge	

## Pink Slips

When you sign up for an activity, you will be given a receipt. These “pink slips” MUST be taken to all program areas with you at your scheduled time. These are used to verify your spot in the activity and will prevent questions in the event that extra people show up. If your Scouts show up to an area without their pink slip and there is a question as to if they are supposed to be there or not, they will be asked to return to their camp and reschedule their activity. No program will be postponed in this case and refunds will not be given. If a receipt is lost, please contact the High Adventure Office for a replacement.

## Cancellation Policy

Owasippe requires 24 hours notice for cancellations with a refund. If a participant is late, missing the required paperwork or clothing, or cancels with less than 24 hours notice there will be no refund. The only exception is in the case of inclement weather when High Adventure cancels an event and a reschedule is not available. If a program is cancelled, your camp office will be notified and will be responsible to let you know. Unless you hear differently, assume all programs are running as scheduled.

## Programs



**Astronomy** – Not many things amaze campers as much as the sky on a clear Owasippe night! Come learn a little bit about the heavens at this outpost. Located at the Ad Center Snack Bar, this is a 2-night program. While this is not a replacement for astronomy merit badge within the section camps, some requirements may be accomplished during this program. Unfortunately, try though we might, good weather cannot be guaranteed.

**Backpacking** – Learn the basics of Leave-No-Trace camping and backpacking and get an introduction to the Manistee Quest program. This is the perfect opportunity to work toward backpacking and hiking merit badge requirements, learn how to pack a backpack, and prepare for future Philmont, Manistee Quest, or other backpacking expeditions. **Participants must be 13 years old** and there must be at least one adult leader on each outing. The first two adults to sign up go for free! Equipment can be borrowed from the High Adventure Base, or you may bring your own. Suggested equipment includes:

- Sleeping Bag
- Backpack
- Pajamas
- Water Bottles
- Toothbrush
- Toothpaste
- Cup or bowl
- Spoon
- Raingear
- Well broken-in hiking boots or shoes



**Climbing** – 32 challenging feet await your Scouts at the Christopher Hill Memorial Climbing Tower. Whether a seasoned climber or a complete beginner, there is challenge to be had. Sign-ups are for a one-hour time period. Owasippe provides all equipment.

**Climbing Merit Badge** – One of Owasippe’s newest merit badges! Your Scouts will learn the basics of rock climbing and safety, equipment care and use, and first aid that apply to this exciting sport. **All participants must be 14 years old** by January 1 of the current year.

**Climb on Safely** – As more Scouting programs include rock climbing as an activity, many troops wish to learn more about this. Climb on Safely is the perfect opportunity to do this. This short training session goes through the BSA's recommended procedure for organizing a BSA climbing or rappelling activity both at natural or man-made sites. This is open to all adult leaders and senior troop members.



**Fishing Outpost** – This is the perfect opportunity to improve fishing skills and enjoy beautiful Lake Wolverine. Participants who utilize a boat must be a swimmer or be accompanied by a swimmer. You may bring your own equipment or use Owasippe's. **Fishing Merit Badge is a suggested prerequisite.** Full-day and half-day sessions are available.

**Fishing Merit Badge** – Earn fishing merit badge with the help of Owasippe's quality instructors. Equipment is provided, but your own may be used. **All participants must be at least 12 years of age.**

**Trail Rides** – Experience approximately 1 hour of horseback riding through some of West Michigan's most beautiful terrain! No experience necessary. **Riders must be at least 10 years of age, 4 feet tall, less than 250 pounds, and have a signed release of liability.** Hard soled shoes and long pants are required.

**Breakfast & Lunch Rides** – Experience a trail ride and then enjoy your breakfast or lunch meal at the Horse Corral! **All of the same requirements at Trail Rides apply.** Food will be transferred from your section camp.



**Horsemanship Merit Badge** – This badge teaches Scouts care and general knowledge of horses through bookwork and hands-on activities. This is NOT an easy badge to earn and the Scout must be willing to do a certain amount of work on his own. Additionally, he must realize that this is not just a "riding" badge. **All requirements for Trail Rides apply to this badge.** It is suggested that Scouts obtain the Horsemanship Merit Badge book and study prior to their arrival at camp.

**Wrangler Outpost** – Come join the Horse Corral staff for an extended trail ride to the Wrangler Outpost site, a steak dinner cooked over an open fire, and some bona fide western-style fun! **All requirements for Trail Rides apply.** Scouts must bring sleeping and overnight gear.

**Pony Rides** – Not sure that horseback riding is for your? Is one of your Scouts afraid to be on a horse by himself? Someone doesn't meet the height or age requirement to ride? If this is the case, this is the perfect opportunity for these individuals. **A signed release of liability must be provided.**







**Low COPE** – Teamwork is an important life skill, and what better way to learn it than by doing it? This program incorporates problem solving and physical activities to improve teamwork within a group of people. This is perfect for your entire troop, your troop leadership, or any individual who wishes to learn to work more productively with others. **All participants must be 13 years old by January 1 of the current year or have graduated 7<sup>th</sup> grade.** A patch is awarded to those completing this portion of COPE.

**High COPE** – Challenging yourself on a high ropes course, while frightening, can be extremely rewarding. In addition to the team-building qualities of Low COPE, the high course offers individual growth to each participant. **All participants must be 13 years old by January 1 of the current year or have graduated 7<sup>th</sup> grade.** In addition to a fantastic experience, each person completing the course will receive a patch and t-shirt.



**Photography** – Go on a Photo Safari! Scouts will receive instruction on camera use and then embark on a journey to capture the perfect photograph. Cameras may be brought along or be borrowed from Owasippe. **The suggested minimum age is 12 years old.**

**Sailing** – Enjoy peaceful Big Blue Lake. Participants in sailing activities must be a swimmer. *Sailing Merit Badge* – What's the difference between a bilge board and a keel? Find this and a ton of other information out during sailing merit badge. **All participants must be a swimmer.**



**USS Silversides** – This is one of the United States most decorated WWII submarines, and you have the opportunity to spend the night aboard her! This program can handle up to 74 people per night, depending on the booking status. An overflow ship, the USCGC McLane is also available.

**Trek Safely** – The BSA Trek Safely course teaches adult leaders how to properly and safely plan backpacking, canoeing, caving, horse packing, kayaking, mountain biking, mountaineering, rafting, sailing and skiing treks ranging from one night to several weeks. This outlines the recommended procedure for organizing treks, which will keep you and your Scouts safe. This is a short evening course intended for adult leaders, though senior members of your troop may find it helpful, too.

**Tubing** – Relax on a lazy-river style tubing trip on the White River. Use Owasippe's tubes. **Participants must be swimmers and footgear must be worn throughout the trip.** One adult leader must participate with every trip.

**Canoeing** – Introduce your Scouts to the fun of river canoeing! The White River is a beginner-level river that can help you introduce the skills needed for more advanced canoe trips. Trip lengths can vary and your troop can set up its own itinerary. **Participants must be at least 12 years of age and a swimmer to take part.** We ask that each troop provide a Certified Lifeguard who is at least 17 years old and at least one person who is trained in CPR for the Professional Rescuer. If you need help obtaining a lifeguard or CPR-trained person, please ask, and we will do our best to help you out.





## Owasippe Awards

Owasippe offers many special programs that contain opportunities for individual Scouts, as well as entire Units, to distinguish themselves for their achievements and to receive recognition.

### Camp Patches, Segments & Border Strips

Every Scout attending Owasippe looks forward to the day when he can proudly sew an Owasippe patch with border strips on his right-hand shirt pocket. You can tell an Owasippe “old timer” by the number of segments surrounding his camp patch. **Year segments are awarded at the Closing Campfire. Only one year-segment will be awarded to each camper during a season.** Owasippe patches, camp segments and additional year segments are available for purchase at the Trading Post. Border strips are also available for most Owasippe activities. They may be worn around the edge of the Camp Patch. Border strips are available for purchase at the Camp Trading Post.

### Baden Powell Award

This award, named in honor of Scouting’s founder, has been designed to encourage Scouts to participate in the Patrol method and have a quality camp experience during their stay at Owasippe. Baden Powell flags are awarded at the Closing Campfire. One flag is awarded to each Troop qualifying for the award. The key points of the program are as follows:

- Troops are competing against a standard, not against each other. It is the hope of the camp that all Troops, regardless of size or age, will strive for this honor.
- The Troop’s experience should strengthen its own Leadership. The Commissioner will work with the SPL to insure fair inspection and adherence to the Baden Powell guidelines.
- The inspection score will be the basis on which the qualification is determined. The SPL, through the coaching process, should gain the knowledge to bring back and perpetuate good camping habits in the Troop.

## Baden Powell Award cont.

The Troops must receive a minimum of 40 points for the week in order to qualify for the award. Items marked with an asterisk (\*) MUST meet the standard each day in order to qualify. Items will be evaluated on a “0” or “1” basis. “0” does not meet the standard, “1” meets the standard. Quality standards include the following:

Patrol Method	Evidence of Patrol Method (Patrol Flag, rosters, work schedule, etc.)
Camp Service	Each Scout performs one hour of service during the week
*Hazard	No hazards to health or safety evident
Dining Table	Proper table manners, behavior, cleanliness, and clean-up
*Kitchen Area	Clean, sanitary-no open or exposed food. Perishables properly stored
*Fire Guard	Roster posted, adequate fire protection, no unattended fires
Tents	Tight when dry, slack when wet, nothing attached
Floors/Beds	Neat, evidence of airing of bags, floors swept
Personal Gear	Clothing and gear neatly stored
Grounds and Trails	No litter, clean, <b>not raked</b>
Damage	Evidence of proper care of equipment



## Owasippe Chapels Program

Scouts who complete the following requirements have earned the right to wear the Owasippe Chapels patch (available in the Trading Post):

- Meet and visit with an Owasippe Chaplain.
- Learn the name of the Religious Emblem for your religion.
- Complete a one-hour service project for the Chaplain.
- Assist the Chaplain at an Owasippe chapel service or vesper service OR say grace for one of the meals.
- Learn the duties of a Chaplain's assistant.

# Order of the Arrow

The Order of the Arrow is the Scouting brotherhood of honor campers. Founded in the summer of 1915 by E. Urner Goodman, the Order functions as a regular part of the camping program. Its foremost purpose is to promote and enrich the ideals of Scout camping.

During Troop check-in on Sunday, Unit Leaders must register Scouts and/or Scouters with the Summer Chief, who is available to answer any questions. Unit Leaders should submit a completed registration form and pay a fee of \$25 for each candidate. The fee covers the cost of the Order of the Arrow registration, Ordeal sash, handbook, and pocket flap. If elected candidates from a unit outside Chicago Area Council wish to participate in an Owasippe Ordeal, they must obtain a letter from their home OA Lodge authorizing participation. The letter must be sent to the Director of Camping at Chicago Area Council, BSA.

Callout will be held on Friday night in each section camp. Ordeals will be held on the weekends between periods 1 & 2, 3 & 4, and 5 & 6.





# Camp Service Projects

## An Hour of Service



### PROJECTS FOR SCOUTS

Owasippe has identified numerous projects that may be completed in an hour by Scouts in fulfillment of a Baden Powell Award requirement. Several different camp service projects are available to your Unit. Check with your Commissioner for service project ideas. A few suggestions include:

- Building Check Dams or completing other conservation projects
- Replacing guide lines on tents and flies
- Cleaning and maintaining the Council ring
- Building or repair of picnic tables
- Other worthwhile projects approved by the camp staff

## A Day of Service



### PROJECTS FOR LEADERS

On more than 4,766 acres, Owasippe has over 250 buildings and operates 25 vehicles. Consequently, all able Leaders are urged to assist our camp by performing a day of service. The Reservation encourages Units to identify a skilled tradesman who might serve as a crew Leader on an important project at Owasippe during its summer stay or on a weekend during the off season. Owasippe can utilize the experience and skills of electricians, carpenters, roofers, plumbers, masons, and mechanics. Working in conjunction with the Camp Director and the Head Ranger, this project Leader will coordinate the activities of a group of volunteers from the Troop or perhaps from neighboring Troops. Projects involving all trades have been identified.

Units are encouraged to communicate with the Head Ranger in advance so that details of the project can be worked out. Only if everyone helps can we maintain Owasippe and keep it strong and healthy.



## *Arriving at Owasippe*

### Ad Center Check-In Procedures

To insure that your first day at Owasippe goes quickly and smoothly, please follow these simple procedures:

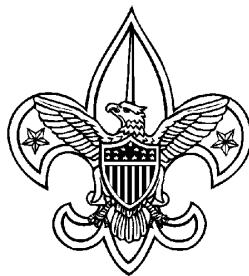
1. When you arrive at Owasippe, report to Station One in the Ad Center Snack Bar. **DO NOT go directly to your section camp.** At this station, you will submit **completed Troop rosters** (3 copies), **evidence of BSA Youth Protection Training**, and **completed Michigan youth protection forms** (for all adult Leaders). It is helpful to keep copies of all forms for your records.
2. Proceed to Station Two where you will register for High Adventure programs and outposts. See the "Sign Ups" subheading in the previous High Adventure section of this manual for more information.
3. Upon completion of these two steps, take your medical forms, the remaining 2 copies of your troop roster, and any other materials given to you at the Ad Center and proceed to your Section Camp.

### Section Camp Check-In Procedures

1. When you arrive in your section camp, your Scoutmaster will be directed to the camp office while a guide leads your troop to its campsite. The Scoutmaster must submit or fill out necessary forms such as troop rosters, youth protection forms, and completed medical forms (for ALL campers, youth and adult, who will be attending camp). Scoutmasters must make sure that ALL adults who work with boys in camp are properly registered, including ANY adults coming over from Camp Reneker on a part-time basis. **Medical forms must be signed by a doctor and a parent. In the event that a scout is leaving early, the medical form must have listed the name of the adult to whom the child is released.**
2. Upon arrival at your site, all members of your troop (Adult and Youth) should stow (not unpack) their gear and dress for swim checks.
3. Scouts and Leaders should report for dining hall orientations, medical re-checks, swimming tests and camper identification bands. Additionally, ALL Leaders must participate in a brief youth protection training session.
4. The troop should return to its site, continue unpacking and settling in, and prepare for the opening flag ceremony and dinner.

## Section Camp Check-In cont.

5. After dinner, ALL Leaders should attend the opening Roundtable meeting
6. Open outpost registration is available at the Ad Center Snack Bar directly after dinner.
7. On Sunday afternoon and after the Roundtable meeting, Leaders may register Scouts for High Adventure programs and the Adventure Patrol.
8. During the afternoon or the Roundtable meeting, Scouts will participate in a camp orientation tour, which may include rifle range orientation, aquatic orientation, and any other pertinent information.
9. At Check-in, ALL Leaders must provide evidence of having completed the BSA youth protection training. At least fifty percent of these Leaders must be certified on Sunday. Other Leaders who have not completed the training must do so by noon on Monday. Youth Protection Training is offered Monday at 9:30 a.m. at the Ad Center.
10. An opening Campfire program is held in each camp on Sunday evening. All Troops are expected to attend in uniform.





# *Camp Policies*

## Affirmative Action

The Executive Board of the Chicago Area Council, Boy Scouts of America, in March 1972 adopted the Federal Affirmative Action Policies and Procedures for all of its operations. Included in the Policies and Procedures is the operation of its camping program which indicates that the rules for acceptance and participation in its programs are the same for all without regard to race, color or national origin.

## Alcohol - Drugs - Smoking

- The consumption, possession and/or use of alcohol, illegal drugs, or controlled substances while participating in the Scouting program is not permitted.
- Violations of all local, state and federal laws will be reported.
- Violators will be asked to leave Owasippe property.
- Adult Leaders are asked to refrain from smoking when in proximity of Scouts.

## Autos In Camp

- All drivers of vehicles on camp property must be 18 years of age or older, have no moving violations during the past two years, and possess a valid Driver's license.
- All campers and staff will wear safety belts when riding in a vehicle on camp property.
- All riders must remain seated and refrain from distracting the driver.
- All loading and unloading of campers and gear must be done OFF the roadway. Campers are to remain orderly and enter and leave the vehicle in single file.
- No One is allowed to ride in the back of ANY truck.

## Boats In Camp

- Privately owned boats will NOT be permitted in any Section Camp.



## Buddy System

- The buddy system is in effect all over Owasippe.
- Scouts must travel with a buddy wherever they go.
- Leaders should devise a system of check-out/check-in so that they can account for Scouts at all times.
- Campers should hike on marked Owasippe trails.
- Hitchhiking or hiking along public roads is not allowed.

## Camper Discipline (Michigan State Law- Rule 113)

- Discipline is the responsibility of the Unit Leader.
- Vandalism or injury to others will not be tolerated.
- Rule 113 of “Rules for Licensing Children’s Camps in the State of Michigan” reads:  
“A camper shall not be deprived of food or sleep, be placed alone without staff supervision, observation, and interaction, or be subjected to ridicule, threat, corporal punishment, excessive physical exercise, or excessive restraints, either by staff Leaders or by another camper.”
- Hazing or initiation is strictly prohibited.

## Child Abuse (Michigan State Law—Rule 115)

It is mandatory that any staff or volunteer report to his Director any actual or suspected case of child abuse or neglect immediately. The Camp Director shall immediately contact the Reservation Director, who, if after the investigation finds abuse or neglect, shall within 24 hours phone an oral report to the Department of Social Services and file a written report within 72 hours. This is the responsibility of all staff members and Leaders.

### Reporting Procedures

For abuse taking place in Michigan, call Tom Shipp, 1-616-786-2483.

For abuse found in Michigan but taking place in Illinois, call the DCFS Hotline, 1-800-252-2873

The camp staff has received training in responding to the potential victims of any kind of child abuse. Once reported, the Reservation Director will confidentially discuss your suspicions with you and possibly talk to the Scout. If further action is necessary, the Reservation Director will notify the Council, which will determine further action.

## Dietary Requests

A vegetarian menu is available upon written request to Owasippe. The request must arrive at Owasippe two weeks prior to the Troop’s stay. Please include the Names of the Scouts and Leaders requesting vegetarian meals. Owasippe cannot accommodate other special dietary requests, though we make efforts to support a patrol cooking option. In situations where campers provide food, a reduced camper fee may apply.

## Early Arrival

Saturday arrival on the Reservation is permitted between noon and 2 p.m. at the Administration Center. Please notify Owasippe of the intent to arrive early. Scouts must remain in the campsite until Sunday check-in unless accompanied by an adult leader. Equipment shall not be removed from another campsite without the Camp Director's approval. The cost of any damages caused will be shared by all early arriving troops in that section camp.

## Fire, Liquids & Propane Fuels

- Fire may be built only at designated areas and under proper supervision.
- Liquid or propane fuels should be used only under adult supervision.
- Replacement propane cylinders and cans of liquid fuel **MUST** be stored under lock and key at your Section Camp Lodge.  
Under NO circumstances are they to be stored in your campsite.
- Empty cylinders **MUST** be given to the Camp Office for disposal.
- National policy prohibits the use of open flames in tents, which includes mosquito coils, catalytic heaters, gas lanterns, stoves, candles and smoking materials.
- All tents (Camp owned or Private) must be stenciled with or display a sign proclaiming "NO FLAMES IN TENTS"

## Food Service

- Seventeen (17) meals will be served to campers during the camp week period.
- Thirty-seven (37) meals will be served to campers during a two-week period. For two-week Units, a brunch will be served on Sunday at 10:30 a.m. in lieu of breakfast and lunch.
- Meals are served family style in the dining hall. Hot pack meals are served in the Unit Campsites.
- An adult Leader **MUST** sit at each table in the dining hall camps.
- Other foods may be provided for campers in the health lodge in lieu of, or supplemental to, regular meal service without additional compensation.
- Menus are posted in the section camp office.
- Grace is encouraged at each meal.

## Guest Meals

- Guest meals should be paid for 24 hours in advance at the section camp where the meal is to be eaten. A fee for guest meals is posted in section camps.

# Medical Policies & Records

**Camper Observation** (State of Michigan Law—Rule 119): Each staff member and volunteer Leader must be alert at all times to each camper's physical state. Any observed change should be reported to the Director for appropriate action.

**Check-in Procedures:** Medical rechecks will take place at your Section Camp when you arrive. You will be asked for the pink copy of the roster form. Please have your troop's completed medical forms on-hand and ready for inspection. Troops are STRONGLY ENCOURAGED to compile an alphabetized list of leaders and campers with special conditions such as allergies, medical conditions, or who are taking prescription medication and present this list to the medical re-check officer. This will greatly speed up the medical re-check process. Once re-checks have been completed, you will receive buddy tags for the aquatic activities and proceed to swim checks.

**Consultation Services:** Our camp doctor can be reached during normal office hours. After hours, the doctor may be reached by using an emergency phone number available at the Health Lodge.

**Records:** Medical forms are kept on file at the Health Lodge for emergency use. Troops are permitted (and encouraged) to submit photocopies of camper health forms.

**Physical Examinations:** BSA and State of Michigan regulations require all campers to have approved physical forms and medical re-checks completed prior to participation in strenuous physical activity or before spending a night at camp. CAMPERS 39 AND UNDER are required to have a current (within the last three years) physical examination and Health History on file, signed by a physician. ALL ADULT LEADERS, 40 YEARS OF AGE OR OLDER, are required to have an annual physical examination and health history on file, signed by a physician. RENEKER CAMPERS must have a Health History on file that has been completed within the last year and a Class 2 or 3 form to participate in the outpost programs. Individuals who need a physical exam arranged at Owasispe will be charged.

**Standing Orders:** Owasispe's standing medical orders and emergency procedures are approved by the Camp Physician and are available for inspection at the Health Lodge.

**Storage and Administration of Medicine:** All prescribed camper medicine must be turned in to the Unit Leader. Medications must be in the original container with dosage and frequency clearly marked. The Unit Leader will be responsible to administer and keep medication under locked storage. Unit Leaders should maintain a medication log.

**Transportation Services:** Troop leaders are responsible for transporting their scouts for medical treatment. If emergency transportation is indicated, Owasispe has agreements with White Lake Ambulance Service and Hackley Hospital in Muskegon. Hackley Hospitals' emergency room is available on a 24-hour basis.

## Parent Notification

It is camp policy to notify a camper's parents under the following circumstances:

- Transport to any medical facility for evaluation or treatment, whether by Ambulance transport or private vehicle
- Refusal of referral to any medical facility for evaluation or treatment
- Overnight stay in the health lodge
- Prolonged Illness or Condition requiring severe limitation of activities or restriction to camp site
- When indicated by parental instructions provided in writing on or attached to the personal health & medical history form
- Discretion of Owasippe Administration

## Parking In Your Site

- National BSA Camp Standards explicitly prohibit the parking of cars in campsites.
- Violators will be towed at the Owner's expense
- Leaders with valid medical reasons for parking near their sites must report their need and condition to the Camp Director for approval.

## Rifles, Ammo, Fireworks, Bows & Arrows

- No firearms, ammunition, fireworks or bow and arrow of any kind may be kept in the possession of any camper or Unit Leader.
- Camp insurance does not allow the use of personal weapons (including paintball guns) or ammunition on Council property. There are no exceptions to this rule.

## Totin' Chip

- The Totin' Chip is a license for Scouts to tote an ax and knife. All Scouts must have a Totin' Chip card before they may carry an ax or knife at Owasippe.
- The Totin' Chip and the right to tote may be taken away if the Woodsman's Code is violated.

## Two-Deep Leadership

- Two Leaders are required with each Troop at Owasippe.
- Troops with more than 20 boys will need one additional Leader for each multiple of 10 boys after 20.
- The camp Scoutmaster must be at least 21 years of age.
- The second Leader can be 18 years of age.
- All people 18 years of age and older are considered adults in camp.
- All Leaders must be registered members of the Boy Scouts of America and must submit a State of Michigan youth protection form before being approved for camping at Owasippe.
- Leaders and Scouts may not stay in the same tent unless it is a parent/son situation.
- Leaders are responsible for the supervision of their Troop at all times.

## Visitors

- Visitors must check-in at the Camp Office of the Section Camp they are visiting.

A list of commercial accommodations and public campsites near Owasippe can be found by contacting the White Lake Area Chamber of Commerce at 1-231-893-4585.

## Youth Protection Training

It is the policy of the Chicago Area Council that all adults who serve in any capacity with the Unit while at camp will be trained in the Youth Protection policies and procedures of the BSA. All Leaders, eighteen years of age and older, must show a signed training card or a signed copy of a BSA training report. Leaders are strongly encouraged to complete such training in their Councils, but the training is offered at the Ad Center Snack Bar at 9:30 a.m. on Monday mornings.



# Emergency Procedures

All campers must be completely familiar with Owasippe Emergency Procedures.

- Copies of the Emergency Procedures are posted in each camp office, program area, and camp-site bulletin board.
- In the event that the section camp alarm (bell or horn) is sounded, ALL CAMPERS (adults and youth) must immediately report to the designated camp area. Your check in guide will identify the alarm in your section camp.
- An emergency drill will be conducted within 24 hours of each Troop's arrival at Owasippe. The alarm will sound and all campers will report to the designated area as if there were an actual emergency.

## Accident or Illness

- Administer first aid within your capabilities
- Notify the section camp office before going to the Health Lodge. Let the staff know why you are going, and have them call the Health Lodge and notify them that you are coming in.
- If accident or illness is severe, send runners to notify the camp office. Do not move the victim. Give the location and nature of the problem to the staff, and they will call for Health & Safety personnel to respond to you.
- In the event that a camper must be transported to a medical facility, an adult leader **MUST** accompany the camper to the hospital.

## Evacuation

- Section camp alarm is sounded. All persons should report to the designated area immediately.
- Staff will be assigned to assist and direct campers to safety.
- If there is time, leaders should bring any prescription medications that may be stored in their site with them when evacuating.

## Fire in Camp

- If you discover a wild fire or structure fire, report it to the camp office or nearest staff member immediately. DO NOT attempt to fight the fire!
- Section camp alarm will be sounded. All persons should report to the designated area immediately. In the event that the designated area cannot be reached without crossing the fire zone, go to the nearest program area and locate a staff member to assist you.
- Once at the designated area, adult leaders should account for all Troop members and report any missing campers to the Camp Director.
- Adult leaders should stand ready to assist staff in dropping tents and removing any fuel cylinders from their camp sites, if requested to do so.

## Hurricane

Owasippe Scout Reservation is not in a hurricane risk area.

## Earthquake

- Earthquakes are extremely rare at Owasippe Scout Reservation. However, no location is completely safe from earthquakes.
- If you are caught in a building, exit the building and get in a wide-open space away from structures and other objects that could collapse. If you cannot quickly exit the building, brace yourself in a doorway. Avoid large spans such as dining halls.
- Section camp alarm will be sounded at conclusion of the quake. All campers should report to the designated area for a head count.
- Stay out of all buildings or structures until told they are safe.

## Lost Person

- If you must report a lost person, notify the section camp office or nearest staff member immediately. Be prepared to give pertinent information such as name, site, troop, last known location, and any possible destination.
- A preliminary search will be conducted by staff members.
- If the preliminary search does not locate the subject, the section camp alarm will be sounded. All campers should report to the designated area for a head count.
- If the missing person does not report for head count, a full search will be implemented.

## Lost Swimmer

- If you must report a lost swimmer, notify the Aquatic Area Director immediately. Give the missing swimmer's name, unit, and site number, if known.
- Aquatic and Reservation Staff will begin search procedures.
- Section camp alarm will be sounded. All campers should report to the designated area for a head count.

## Power Outages

- In the event that power is off, causing the pay telephone or inter-camp telephones to be inoperable, the Camp Director will assign two drivers to be on standby, to transport any sick Scout in a safe manner to the Health Lodge or to transport any messages if the need arises.
- The Camp Director will assign one driver to report the power outage to the Ad Center.
- Ad Center will send a messenger to all camps with emergency information.
- Back-up power sources will be initiated and an emergency telephone will be used.

## Severe Weather

- All aquatic areas will close when thunder or lightning occurs, no matter how distant.
- Troops should store all loose items and tighten tie-downs for possible high winds.
- Move away from streams (flooding) and lone trees (lightning hazard).
- As severe weather approaches, the section camp alarm may be sounded. If this occurs, report to the designated area immediately. Troops may be instructed to move to places of safety by staff members.
- If a warning is issued, outdoor emergency sirens will be activated. Take immediate shelter. Move into the interior portion of a solid structure if possible. If caught out in the open, lay down flat and cover your head.



**Robert Crown**



**The Manistee Quest**



# *Manistee Quest High Adventure Program*

## The Manistee Quest

The Manistee Quest is a high adventure program devoted solely to backpacking treks and canoe voyages through the Manistee National Forest. Week long treks will be available for all 6 periods. They begin on Sunday at noon and end on Saturday. All participants must be 13 years old by January 1 of the year they will participate. A guide, 18 years of age or older, specially trained in backpacking, CPR, and canoeing, will accompany your trek. Your adventure will culminate in a steak fry and campfire on Friday evening. Treks stay at Camp Robert Crown on Sunday night and Friday night.

### **Dates of Treks**

Period 1	June 27 - July 3
Period 2	July 4 - July 10
Period 3	July 11 - July 17
Period 4	July 18 - July 24
Period 5	July 25 - July 31
Period 6	Aug. 1 - Aug. 7

### **Equipment Provided**

Freeze Dried Food  
First Aid Kit  
Tents and Trail Fly  
Maps  
Kitchen Supplies  
Water Purifying Tabs  
Dry Bag (canoe trips)

### **Types of Treks Offered**

- 1) HIKING-five days of backpacking
- 2) HIKING/CANOE-3 days of hiking/2 days of canoeing

### **2004 Fees (Per Person)**

Hiking Treks . . . . .	\$225
Hiking/Canoeing Treks . . . . .	\$245
Hiking/Canoeing w/ only 1 adult . . . . .	\$265
Hiking/Canoeing w/ no adult . . .	\$285

### **Payment Schedule**

\$100 per crew due with reservation  
\$250 per crew due postmarked Feb. 1  
\$250 per crew due postmarked by April 1  
Final balance due postmarked by May 1  
\$250 per crew due postmarked by April 1  
One Leader free for each 8-10 youth crew

## Crew Size

Each Crew must have a total of 5-11 participants. More than half of the crew must be youth. Troops are encouraged to combine if necessary to form a crew. Units that agree to be responsible for Scouts from other units will receive 1 free adult (minimum 2 Scouts).

## Special Requirements

All participants must pass a swimmer's test at the Base before leaving on a canoe trek. Each trek must have an adult with American Red Cross CPR for the Professional Rescuer or American Heart association CPR Level D, and a person 17+ with BSA Lifeguard equivalent. Everyone must complete a BSA class 3 physical #34412. These forms will be provided.

## Pre-Training

All crews must undertake a training program prior to coming the CHAB. A minimum of three (3) pre-trek hikes is recommended.

## Refunds

\$100 crew reservation fee is non-refundable. After June 15, fees are partially refundable for medical reasons or death in the family. Otherwise, fees are not refundable after June 15 as staff is hired, special food and supplies have been purchased and are usually not returnable. All requests for refunds must be in writing and received by August 31.

Camperships are available to registered Chicago Area Council Boy and Venture Scouts based upon need. Forms are available from the Chicago Area Council Camping Department.

For information, contact the C.A.C. Camping Department at 312-421-8800.  
E-mail address: [steve\\_adams@chicagobsa.org](mailto:steve_adams@chicagobsa.org).



DO YOU HAVE

# THE RIGHT STUFF



**STAFF APPLICATIONS ARE AVAILABLE  
IN THE CAMP OFFICE. APPLY TODAY!**

# Camp Songs

## THE OWASIPPE HYMN

All the wealth of Earth and Heaven,  
bless thy woods and dales.

Over all thy lakes and forests,  
happy youth prevails.

So may Scouting's bonds of friendship  
seal our loyalty.

To the camp so dear to memory,  
HAIL OWASIPPE!

## CAMP BLACKHAWK

It's a great gang that goes to  
Blackhawk – Go!  
It's a great gang to know  
Always full of pep and ginger,  
And the watchword is let's go – Let's Go!  
Always on the level,  
Always on the square,  
It's a great great gang that goes to  
Blackhawk – Go!  
My heart's right there!

(repeat with clapping)

Cheer: Camp Blackhawk – Go!  
Camp Blackhawk – Go!  
CAMP BLACKHAWK – GO!

## CAMP WOLVERINE

INTRO: Sung loud and slow by one person

The spark's alive, the spirit's here.  
The time has come for us to cheer.  
With swelling pride, let voices ring.  
With hearts United, let us sing.

Chorus:  
We'll give a rah-rah-rah for Wolverine.  
A cheer for our loyalty.  
We're gonna work and strive for our  
great camp;  
Defend its Unity – Wolverine !  
Proud of our colorful heritage,  
As proud as we are today.  
Great Scouts, great staff, great part  
of Owasispe.  
Onward Wolverine!

(repeat chorus with clapping)

Cheer: Camp Wolverine – ZAXIE!  
Camp Wolverine – ZAXIE!  
CAMP WOLVERINE – ZAXIE!

## CAMP RENEKER

Consider yourself at home.  
Consider yourself part of Reneker.  
You will never feel alone  
With Scouting families as your friends.

Oh, you can hike the trails and sail the  
lakes and greet the sun.  
It will all be worthwhile.  
You will sing the songs and shout the cheers  
And feel the start of a happy Scouting smile.

Consider yourself at home.  
Consider yourself our friends.  
So, come on down and camp around at  
Reneker,  
Consider yourself one of us!

## CAMP ROBERT CROWN (to the tune of Titanic)

One day they built this great camp,  
they called it Robert Crown.  
And when they put it up,  
no one could tear it down.  
Oh the rain will rain, the sun will shine,  
the summer days will pass but we'll still  
hail the great Camp Robert Crown.

Chorus:  
Oh we are proud. Oh we are proud.  
Oh we are proud to be part of Robert Crown.  
Oh the great Camp Robert

Crown, Crown, Crown, Crown, (or) Staffmen and Scouts all hail to the shouts, we are proud to be part of Robert Crown.
---

The day that the Scouts come,  
we treat them just like kings,  
we fill them up with bug juice,  
and teach them Scouting things.  
Oh the Staff sing, the Scouts will shout,  
as we all cry out and we'll hail  
to the great Camp Robert Crown

(repeat chorus)

Scouts come to Owasispe.  
They camp from year to year.  
But those at Robert Crown,  
are the finest we have here.  
Oh the rain will rain, the sun will shine,  
the summer days will pass but we'll still  
hail the great Camp Robert Crown.

(repeat chorus)

Cheer:  
Mojave! Mojave! (followed by 5 claps)  
Mojave! Mojave! (followed by 5 claps)  
Mojave! Mojave! (followed by 5 claps)

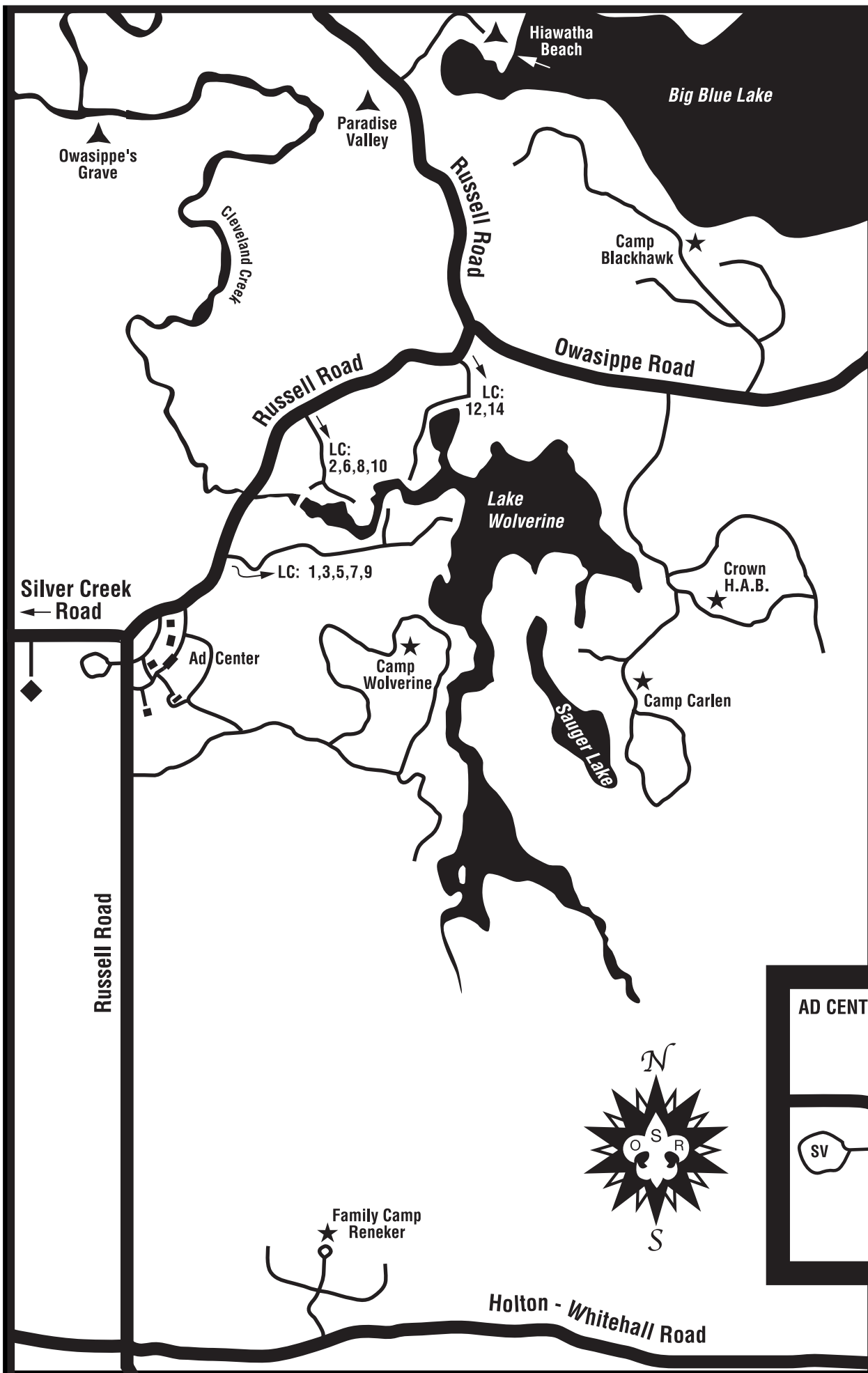
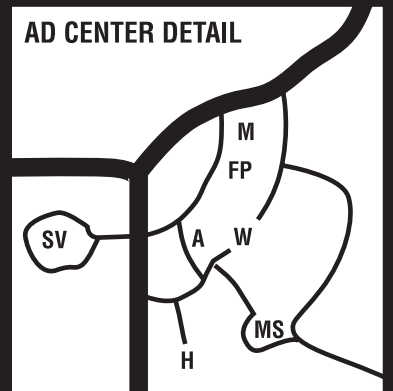


Scale 1 : 22 159  
1 in. = approx. 615 yds.

### Legend

- ..... Paved Rd.
- ..... Camp Rd.
- ..... Camp Office
- ..... Landmark
- ..... Horse Corral
- ..... Lake
- SV ..... Staff Village
- M ..... Museum
- FP ..... Food Prep.
- A ..... Admin. Bldg.
- W ..... Warehouse
- MS ..... Maintenance
- LC ..... Lake Cabin

### AD CENTER DETAIL



600 400 200 0 300 600 900 1200 yards

# Camp Blackhawk - Owasppe Scout Reservation

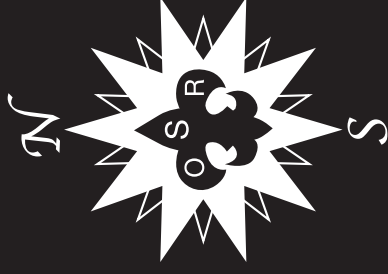
Scale 1 : 7 040  
1 in. = approx. 195 yds.

## Legend

- ..... Camp Road
- - - - - Trail
- ..... Paved Rd.
- ..... Staff Row
- ..... Parking Lot
- ..... Dining Hall
- ⑫..... Camp Site
- ..... Kybo
- ..... Staff Kybo
- ..... Shower House
- ..... Aquatics
- ..... Boat Docks
- ..... Sailing Base
- ..... Nature Shed
- ..... Shooting Sports
- ..... Craft Village
- ..... Fire Bowl
- ..... Lake
- ..... Marsh
- ..... Creek

© 1998 AndersonDerby

200 100 0 100 200 300 400 yards



Big Blue Lake

Pioneer Sites

18

19

20

21

22

23

24

25

26

27

28

29

30

31

32

33

34

35

36

37

38

39

40

41

42

43

44

45

46

47

48

49

50

51

52

53

54

55

56

57

58

59

60

61

62

63

64

65

66

67

68

69

70

71

72

73

74

75

76

77

78

79

80

81

82

83

84

85

86

87

88

89

90

91

92

93

94

95

96

97

98

99

100

101

102

103

104

105

106

107

108

109

110

111

112

113

114

115

116

117

118

119

120

121

122

123

124

125

126

127

128

129

130

131

132

133

134

135

136

137

138

139

140

141

142

143

144

145

146

147

148

149

150

151

152

153

154

155

156

157

158

159

160

161

162

163

164

165

166

167

168

169

170

171

172

173

174

175

176

177

178

179

180

181

182

183

184

185

186

187

188

189

190

191

192

193

194

195

196

197

198

199

200

201

202

203

204

205

206

207

208

209

210

211

212

213

214

215

216

217

218

219

220

221

222

223

224

225

226

227

228

229

230

231

232

233

234

235

236

237

238

239

240

241

242

243

244

245

246

247

248

249

250

251

252

253

254

255

256

257

258

259

260

261

262

263

264

265

266

267

268

269

270

271

272

273

274

275

276

277

278

279

280

281

282

283

284

285

286

287

288

289

290

291

292

293

294

295

296

297

298

299

300

301

302

303

304

305

306

307

308

309

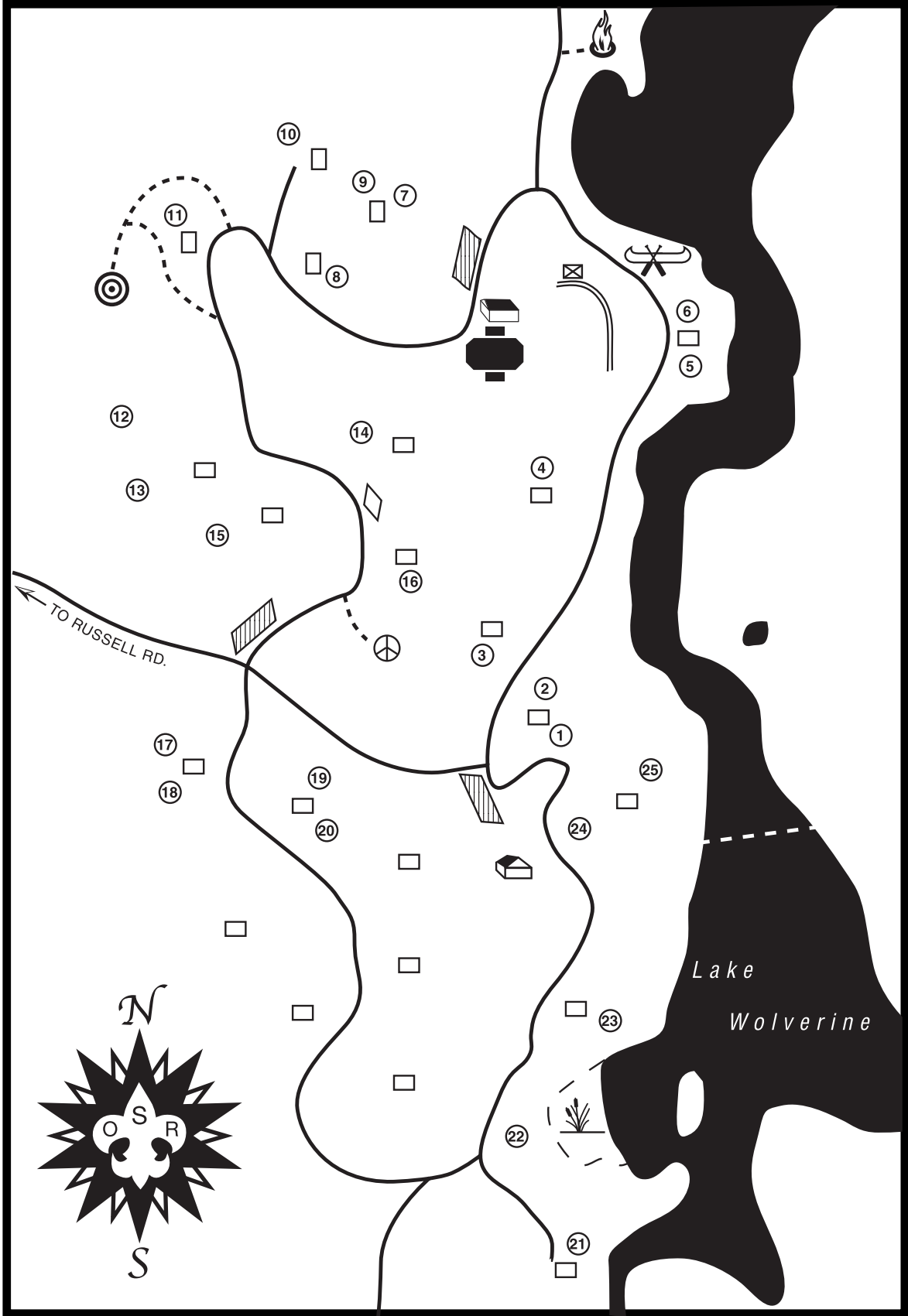
310

311

312

313

Camp Wolverine - Owasippe Scout Reservation



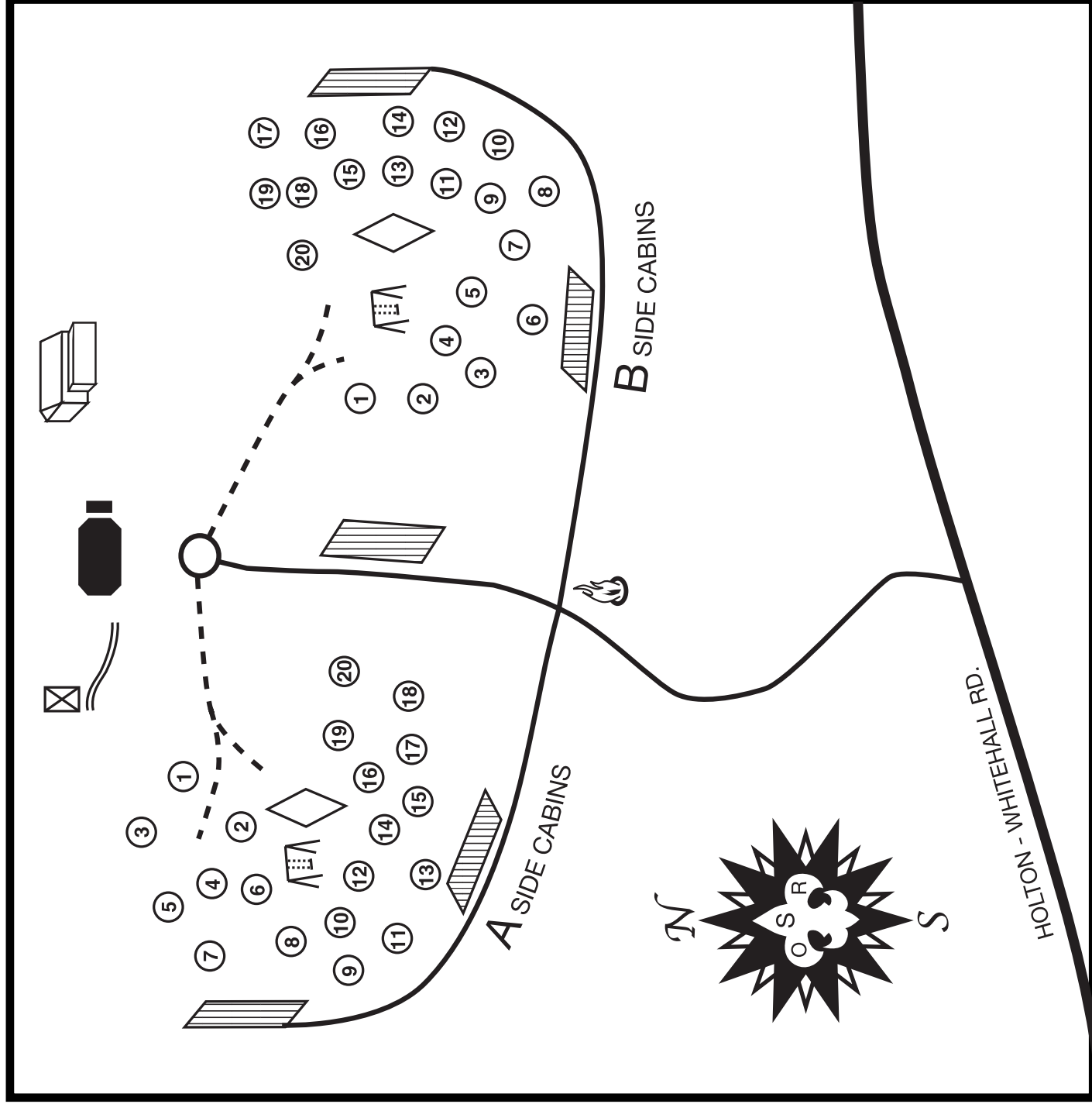
Scale 1 : 5 217  
1 in. = approx. 145 yds.

Legend

- ..... Camp Road
- ..... Trail
- ..... Staff Row
- ..... Ferry
- ..... Parking Lot
- ..... Lodge
- ..... Chapel
- ..... Craft Village
- ..... Camp Site
- ..... Kybo
- ..... Staff Kybo
- ..... Pool
- ..... Boat Docks
- ..... Shooting Sports
- ..... Marsh
- ..... Fire Bowl
- ..... Lake



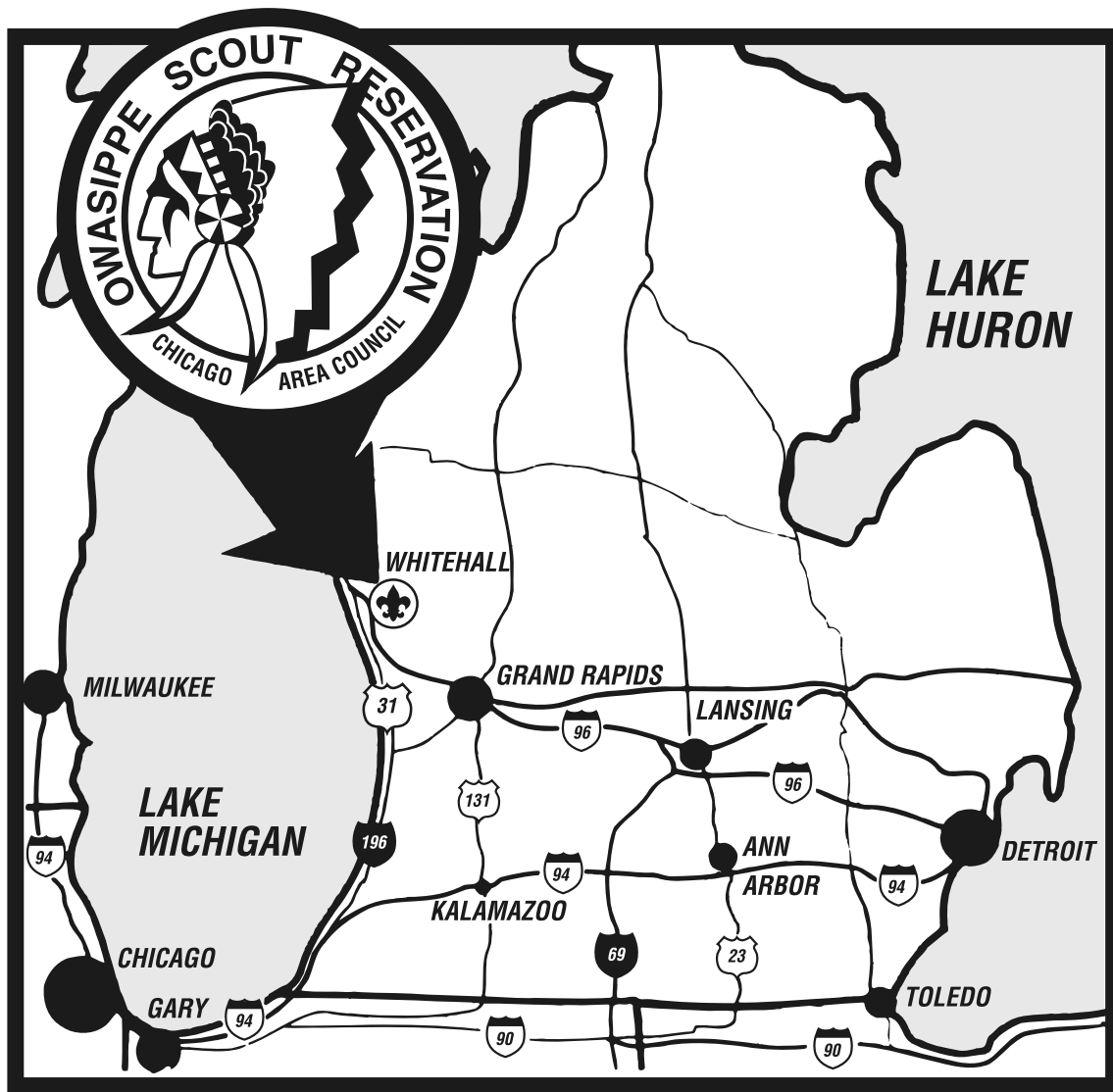
# Camp Reneker - Owasppe Scout Reservation



Scale 1 : 2 962  
1 in. = approx. 82 yds.

## Legend

- ..... Camp Road
- ..... Paved Rd.
- - - - - Trail
- ===== Staff Row
- ||||| Parking Lot
- ▢ Tent & Trailer
- ⑫ Cabin
- ◇ Sanitary Unit
- ⊠ Staff Kybo
- Pool
- ▢ Playground
- 🔥 Fire Bowl



## Directions to the Owasippe Scout Reservation

From Chicago, Wisconsin

I-94 to exit 34 in Michigan; I-196 north to Holland, north on U.S. 31 to Russell Road; go right on Russell Road; and go 7 miles to Reservation.

Michigan & West;

North on U.S. 31 to Russell Road; go right on Russell Road; and go 7 miles to Reservation.

From Indianapolis & South:

I-69 to I-94; west to U.S. 131; north to Grand Rapids; I-96 to U.S. 31; north on U.S. 31 to Russell Road; go right on Russell Road, and go 7 miles to Reservation.

From Detroit:

I-96 west past Lansing and Grand Rapids to U.S. 31 at Muskegon; U.S. 31 north to Russell Road exit; turn right on Russell Road, and go 7 miles to Reservation.

From Southeast & East:

Any route north to Ohio Toll Road; west to I-69; I-69 North to I-94; I-94 west U.S. 131; follow same route north given from Indianapolis.